

Saints Row 4

Executive Game Design Document

Developer

Volition, Inc.

Platforms

Xbox 360, Playstation 3
PC

Release Date

Mid September, 2013

Genre

Open-world, action/driving hybrid

Target Audience

Saints Row fans and enthusiasts
Action/Open-World gamers
Males, 17 – 35

Reading Notes and Caveats

- This document should not be considered a true GDD. It's an executive GDD designed to provide a design overview of the game. This GDD contains updates where applicable for SRTT : ETD. It does not cover all systems we're re-using from SRTT in detail.
- SR4 will be developed primarily using SR3 technology and pipelines. Consequently the overall design, features and mechanics of SR4 will be similar to SR3. We will also be including a lot of content that was intended for SR:ETD originally.
- This document assumes the reader has a basic knowledge, understanding and familiarity with the Saints Row franchise.

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STORY OVERVIEW

Set Up & Synopsis

The Third Street Saints are back in this all new game!

Releasing in mid-late September 2013 on 360 and PS3, with a delayed release to the PC, *Saints Row 4* will utilize existing *Saints Row: The Third* technology but will offer players an original Saints story-line and new features including characters, vehicles and weapons.

Saints Row 4 takes place in a visually modified version of Steelport (see details later in this document) and is being developed by experienced Saints Row development team members who worked on the old *Saints Row 4* as well as *Saints Row: Enter the Dominatrix*.

Set an indeterminant amount of time after the events of Saints Row 3, SR4 once again places you in the shoes of the leader of the nation's most infamous gang: The 3rd Street Saints. The Player is still the leader of the Saints. Having conquered and saved Steelport at the conclusion of *Saints Row: The Third*, the Saints are even more powerful than before. But this time around, things are different:

Aliens called the Zin have abducted the Player Character, the leader of the Saints, and put him into a Matrix style simulation onboard their Alien Mothership in order to indoctrinate him, as well as the rest of humanity, as part of their army.

While in this simulated Steelport the Player must discover new allies, earn super powers, and find a way to defeat the Aliens to avenge the invasion and destruction of Earth.

Motivation and Goals

Who is the player-character?

You are still the leader of the 3rd Street Saints and have been elected the President of the United States of America. A bad-ass who just pretty much just saved Steelport at the conclusion of SR3 and is now the leader of the free world.

What is the player-character doing?

Trying to navigate the simulated Steelport (the Dominatrix) to best use it to their advantage and ultimately taking out the enemy Aliens in order to save the Earth.

Why does the player care?

The player has been kidnapped and placed in a faux empire to service aliens as a bona fide science experiment. The player needs to wipe out the aliens and this time, save the actual planet.

And because the game will be ridiculously fun.

NEW FEATURES

In addition to the new fiction and stand-alone missions, the two main new features are Super-Powers and an improved City Take Over system.

Super Powers

Players will obtain alien super-powers as they progress through *Saints Row 4*. Primarily, players are given a singular super-power at several key points in the game after successfully defeating a powerful incarnation of the alien leader Zinyak, who function as mini-bosses for the Player.

In addition to the Super Movement powers (leaping and sprinting), players will gain access to other super powers throughout the course of the game. These will include several of the following super powers: Telekinesis, Ground Pound, Freeze Blast, Force Shield, and more.

The Super Powers are accessed/chosen through the D-Pad, and activated via the button that was previously assigned to Grenade Throwing. As such, the Player Super Powers are a replacement for the *Saints Row: The Third* grenade system, and grenades (at least as player weapons) will be removed from *Saints Row 4*.

Players will have the ability to customize their super powers to accommodate their style of play as well as increasing the replayability of *Saints Row 4*.

What are the Emotional Goals?

Getting it out of the way right off, yes, the Player Super Powers should make the player feel 'powerful', but what, exactly, does that mean?

As with Super Movement, we want the player to feel *Exhilaration* while using the Super Powers ... to get a thrill from lifting and tossing cars with their mind, blocking bullets, and blasting energy. To this end, we need to make certain that the powers, while not as 'innate' as the movement powers, are still accessed intuitively and work intuitively ... nothing will kill the feeling of exhilaration faster than being frustrated by the controls and being reminded that it's 'just a game'.

Another feeling we wish to impart with the Radial Powers that is less important than with Super Movement is a feeling of *Mastery*. This, too, contributes to the feeling of being powerful. While the movement powers are an extension of existing non-super abilities, the Radial Powers must be actively selected and, since only one can be active at a time, used in the appropriate situation. When Agents throw a variety of powers at our hero, we want the player to be able to learn then use the proper abilities to counter. Once they have mastered this ability, and know that it is their choices that are facilitating agent beat-down after agent beat-down, the feeling of being adept at the game will

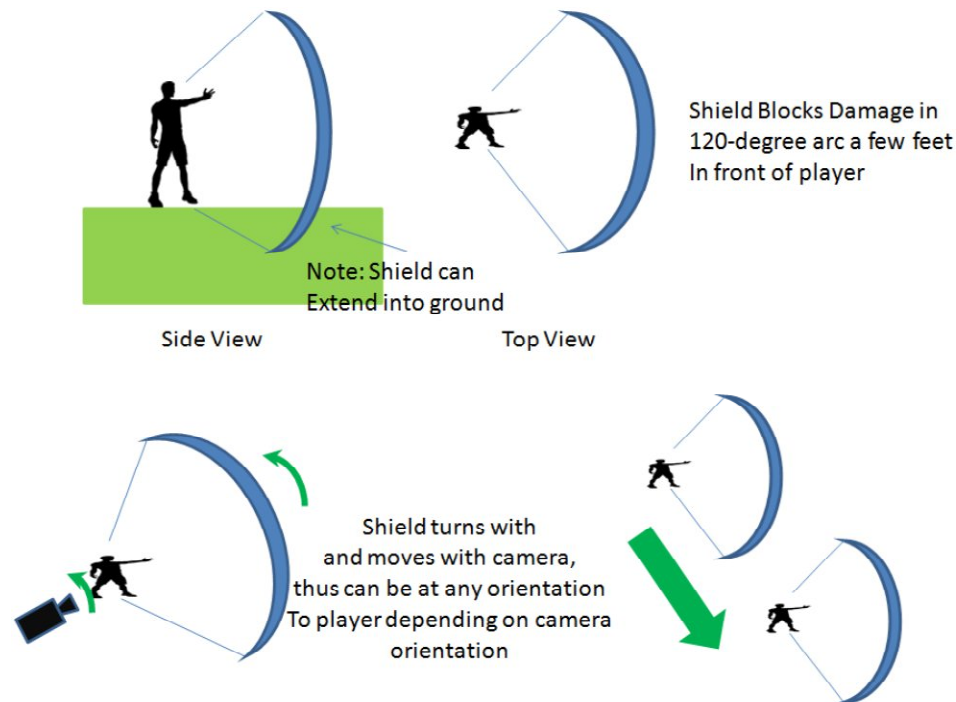
contribute greatly to the overall feeling of 'power' we wish to impart.

Force Shield



The player is able to concentrate and project a force shield in front of them. This shield blocks all damage and projectile from a 120-degree arc in front of the player for as long as it is active. In essence, it acts like a translucent wall that moves with the player, hanging in the air from head to toe a few feet (about five) in front of them, and turns in whatever direction the camera is facing.

The wall springs into being whenever the player has Force Shield selected and holds down the grenade button. While the shield is active, the player gestures with a hand out in front of them. As long as the shield is active, the player may run, sprint, and jump, but may not fire a gun or make any other attacks (Sprint Slam and Death From Above are disabled). The shield is intended to provide the player with a brief respite from fire/mobile cover ... not make them invincible.



When the shield is moving, it has similar force to the player, and ... he can push over light objects with the shield (objects he would normally be able to push over with his own momentum) but gains no extra 'push' from the shield. If the shield encounters solid geometry or an 'unpushable' object, it should simply extend through the object and not push it nor prevent the player from turning it, keeping it activated, etc. The goal is to have the shield feel 'semi-solid' ... substantial enough to knock things over and sell that it is a barrier to incoming danger, but not so solid as to cause difficulties in player maneuvering or for coding purposes.

The shield does, however, cancel the momentum of any objects thrown into it, imparting none to the player and acting like an immovable object. This is necessary for the player to be able to use the shield to block objects (like cars and dumpsters) telekinetically thrown at them by an agent. It also means that timely deployment of the shield will wreck any cars bearing down on the player, as they will act as if they struck an immovable wall.

Controls

Grenade Button activates the Shield for as long as the button is depressed and held and while the Power Charge holds out.

Charge/Recharge

The shield depletes from a full charge over the course of about six seconds. When energy runs out the shield goes down. The shield recovers energy at about 1/2 the speed it depletes. If the player attempts to activate the shield when the Charge Bar is less than 15% full, the shield will not activate (and the icon should be grayed out during this period).

Power Loss Effect

When outside of areas the player controls, the shield depletes more quickly and recharges more **slowly**, though it still blocks all incoming damage within its arc of effect.

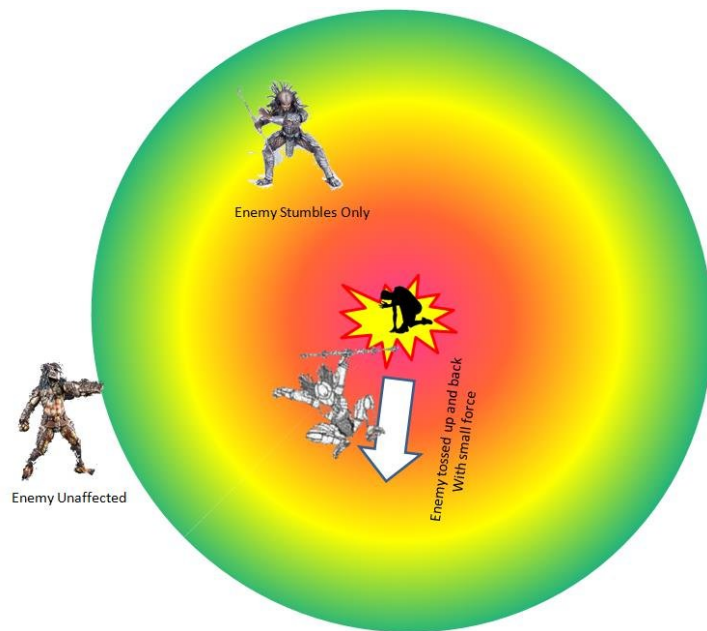
Ground Pound



Using their Saintrix-enhanced strength, the player pounds the earth directly beneath their feet, creating a shockwave that emanates in front of them in a 360-degree radius. Nearby enemies are tossed up and back, and are ragdolled. As the force radiates outward, it loses strength linearly. If an enemy is within the radius of effect but does not take enough force to be ragdolled, they will briefly stumble. Cover has no effect on the ground pound It travels outward and affects all objects within its area of effect without regard to intervening walls or other objects.

While the effect can be instant throughout the radius, we should sell the power as a 'shockwave'. The progress of the shockwave should be visible as dust VFX or cracks decaling that spreads outward from the player in an arc in front of them. We should also insert heavy controller rumble and camera shake. The shockwave effects not just enemies, but potentially movers as well, dislodging and tossing them. The shockwave itself should do some damage, which diminishes with range, in addition to any damage done to enemies by their being tossed and ragdolled.

Enemies not in contact with the ground (for whatever reason) or who are in vehicles are not affected by the ground pound, though their vehicle might be.



Controls

Pressing the grenade button while the power is selected (and has full charge) activates the Ground Pound. It is a click power, which means one use depletes the power meter, and it is not usable until the meter has fully recharged.

Charge/Recharge

Using the Ground Pound fully depletes its power meter. At full strength, it takes the Ground Pound about 8 seconds to recharge.

Power Loss Effect

In areas which the player does not own, the Ground Pound takes longer to recharge, and does not have as great a force when it is executed. Ideally, the force drops off at the same rate regardless of the strength of the initial pound, such that a ground pound with twice the initial strength also has twice the radius, though if VFX indicates that this would require multiple FX or otherwise be too difficult, the radius can be kept constant and the initial force diminished while decreasing the drop-off rate.

Telekinetic Grab/Throw



Tapping into the power of the Saintrix, the player is able to pick up nearby objects with his mind, briefly manipulate them, and then project them at high speed in a direction of his choosing. This ability is also useful defensively, as with proper timing, the player can catch/deflect objects thrown at him and often return them to their sender.

To use telekinesis, the player must first target a person or mover and activate the power. Targetable objects are any person or mover within about 20 meters. Much as some powerful enemies cannot be insta-gibbed or ragdolled, we should have a character flag that prevents certain characters from being telekinetically grabbed as well. When the player has telekinesis active, we should at least give them a dot targeting reticle, to assist them in grabbing the right objects.

Once an object is grabbed and Telekinesis is activated, there needs to be clear indication that the object has been grabbed, either through an FX Halo or by having the object wobble and shake, or both. The heavier the object, the longer this 'wobble' should occur until the item is actually 'grabbed' and lifted. Light objects, like traffic barrels, stop signs, etc, should lift up almost instantaneously (about 1/5 second), while the heaviest objects possible to lift (tanks, etc) wobble for at least 3 seconds or so. During this time, the VFX should intensify as the player 'gathers their strength' for the lift. (Note: For objects already in-flight or dislodged, there should be no 'wobble' phase, to allow the player to instantly 'catch' objects that are telekinetically thrown at him.

Power
(Held)

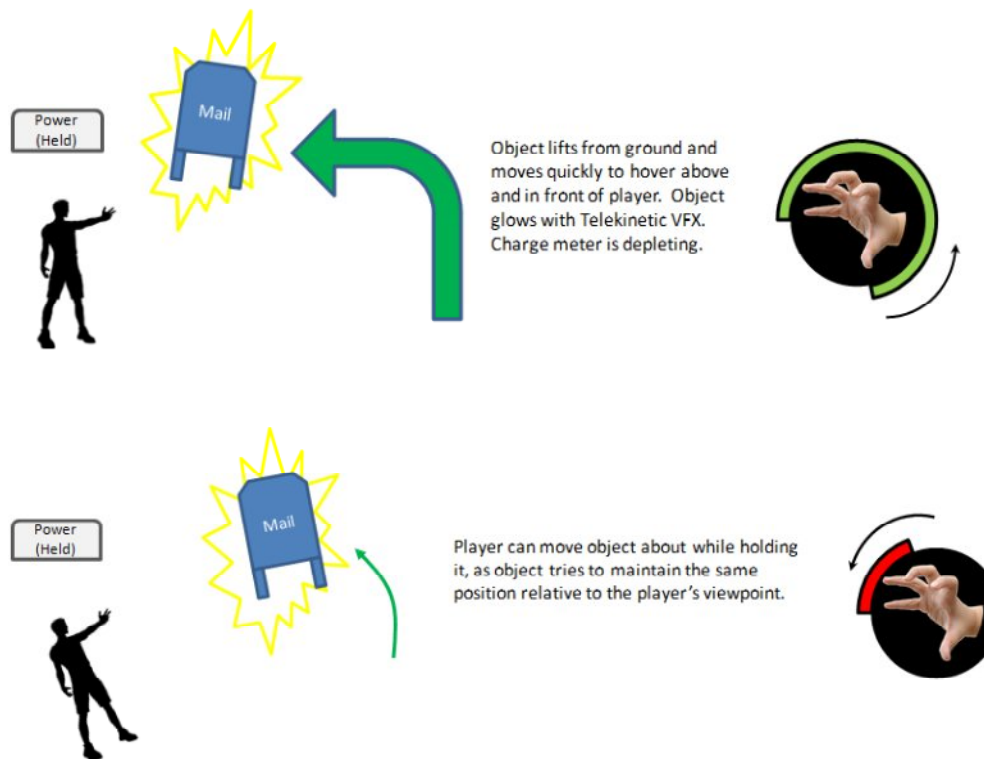


Player targets and grabs object ... it wobbles for a moment while TK FX 'gather'. Length of wobble dependent on target mass. Charge meter does not deplete during 'wobble' phase.

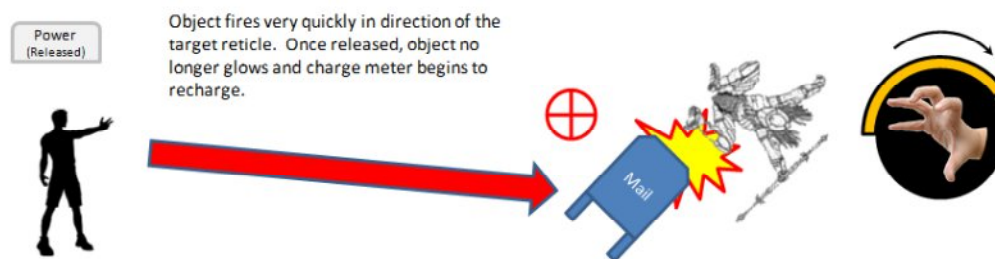


Any grabbed object should first rise off the ground and then quickly accelerate to a position above and in front of the player. During this time, we may wish to move the camera in a bit (similar to fine aim mode) to allow the player to target a throw for the object without the object itself getting in the way. Once in position relative to the player, the object will attempt to remain in the same position relative to the player's point-of-view and position, meaning the player can manipulate the object somewhat while holding it, to aim it in a new direction, or even move with it.

If the object is heavy enough, it may knock over other movers while obtaining its new position. However, if it hits an immovable object like a building, it can simply collide and 'bump' until the player either maneuvers it out or until the telekinetic charge runs out.



At any point following the grab, the player can 'throw' the object, propelling it with great speed in the direction they are currently targeting. This throw is accomplished by releasing the powers button (which must be held down to 'hold' and object).



If, at any point, the player runs out of Telekinesis charge/power, they lose their hold upon the object and it falls to the ground.

A note on Telekinesis and Mass: Despite the weight of the object moved, the Charge meter depletes at the same rate. We don't want to make the player have to micromange their power charge too much. Also, despite the size of the object, it is tossed at the same velocity. However, because we wish to have a cost/benefit of throwing big vs. throwing small objects, the more massive an object is, the longer it should 'shake and wobble' before the player gets a solid hold on it and is able to grab and throw it.

Controls

Telekinetic grab is activated when the grenade button is depressed when this power is selected. While the button is held down, the object is drawn in and 'held' near the player. Releasing the button projects the held object at high speed toward the reticle.

Charge/Recharge

Holding and manipulating an object with Telekinesis causes the telekinesis charge meter to deplete at a steady rate regardless of the mass of the mover being manipulated. This should equal no more than about 5 seconds from a full charge. This depletion does not begin until an object is 'grabbed' (i.e. no depletion during the 'wobble' phase).

Throwing an object with telekinesis (i.e. releasing the button) takes no extra power, and may be performed so long as the button is released while power still remains in the meter. Upon button release, Telekinesis normally recovers about half as fast as it depletes.

Objects cannot be grabbed via Telekinesis if the charge meter is at less than 15% full, and at these times, the telekinesis icon should be grayed-out.

Power Loss Effect

In areas in which the player does not control, telekinesis imparts less velocity to objects when thrown, depletes more quickly, and recovers more slowly, per the following chart:

Freeze Blast

Replacing the "Energy Blast" from *Saints Row: Enter the Dominatrix* - players will instead have the ability to launch a Freeze Blast at enemies and vehicles. When hitting enemies with the freeze blast they will freeze in place and the player will have time to attack the enemy causing them to shatter. If the player ignores the frozen enemy, eventually they will thaw and begin attacking the player once again. The player may also use the freeze blast on vehicles to disable them and cause them to slide out of control or crash out of the sky if it's a flying vehicle.

Goals

- To extend customization - a pillar of the Saints Row series - to the flagship feature of the game, Super Powers.
- To increase the feeling of ownership in the player and that their experience is unique/personalized
- To improve balance for Super Powers while still providing several generously powered upgrades to the player.
- To add more variety and player choice to Super Powers

Details

Super power customization will break down into two main parts; Elements, which are mutually exclusive and introduce changes to the base behavior of a power, and Upgrades, which the player can mix and match to create a power more suited for his play style or situation.

Neither of these aspects are a permanent choice by the player, but rather once unlocked they can be changed as often as the player desires through a Super Powers customization screen.

Super Power customization must always remain easy and quick both to understand and to engage in. This is still Saints Row, after all.

Elements

What Are They?

Elements are a tweak to the behavior of a power, giving unique gameplay benefits while still maintaining the core functionality of the power. The term "Element" is used loosely here, as it can not only refer to traditional elements like Fire and Lightning, but also some of our more unique gameplay constructs like Shrink and Glitch. It is likely this won't be the word we use in the final game.

Elements do not change the mechanical function of a power - how the player activates it, etc. For instance, telekinesis will always require a press of the Super Power button to pick up a target, and another press to throw it. However, the element defines what happens to the target while held or thrown. This maintains a familiarity within each power while still providing varied gameplay possibilities.

Each element within a power should be accompanied with a cosmetic indicators. This could be changing the power's VFX, animations, SFX, etc. However, it is important to keep in mind our limited budget for each of these categories, so changes will likely be somewhat minimal. What exactly these indicators are will be decided for each Power/Element combination.

Currently only Super Powers in the radial will have Elements.

How Does the Player Earn Elements?

The first Element for each Power comes with that Power as it is unlocked within the main storyline (as in SR3.5, this will be linked to defeating special Wardens and stealing their powers).

The method for earning the additional Elements for each power is of yet undecided, pending seeing where more rewards may be given within our now expanded gameflow. It has been decided, however, that additional Elements will be optional content, and thus not given through main story progression.

Possibilities include:

- By reaching necessary respect level
- By completing an optional part of the game
 - Instances of an activity that is linked to the respective Power
 - Completing all of the CTO of a specific neighborhood
- By earning enough "experience" with the respective Power (through usage)

Upgrades

What are Upgrades?

Upgrades are by and large the same as they were for old SR3.5. When purchased, they provide bonuses to specific aspects of a Super Power - cooldown speeds, duration, damage, etc.

The primary difference from SR3.5 is that the player can no longer have all upgrades active simultaneously. Instead each Super Power will have a number of Upgrade Slots which the player can choose to fill with his preferred Upgrades. He can mix and match Upgrades within these slots to meet his goals (play style, specific utility, etc). Once upgrades are purchased, the player can change the active upgrades at any time and at no cost.

This limitation has been introduced to improve balance while still allowing for multiple Upgrades that are large/generous/noticeable. It should also help to increase player ownership.

How Does the Player earn Upgrade Slots

When the player first unlocks a power it will not have any available Upgrade Slots. From there, Slots will automatically be unlocked as the player earns Respect levels.

While in SR3.5 powers automatically upgraded specific aspects with respect level (for instance, Freeze Blast increased blast radius at levels 5, 12, and 15), now they will unlock slots that allow for Upgrades to fit within.

So while in SR3.5 level 1 Freeze Blast meant a blast radius of 6 meters, now level 1 Blast means that the player has the power available, but with no Upgrade Slots. Likewise, level 4 Blast means that the player has earned 3 Upgrade Slots for the power.

This makes all upgrades explicit. To continue the Blast example, the player will now earn Upgrades that increase the power's blast radius. This allows for the same type of power progression while making all upgrades explicit and obvious (previously it was difficult to realize exactly what was changing with each Power as it leveled up).

How does the Player earn Upgrades

Upgrades will be earned the same was as in SR3.5. Each upgrade will have a respect level requirement to purchase. Once that level has been achieved the player can purchase the upgrade using collectible Orbs as currency. Once purchased for a power, an Upgrade is permanently unlocked, and can be added or removed from and Upgrade slot as the player sees fit.

Multiples of an Upgrade

In the case of multiples of an Upgrade, each instance of that upgrade will have different level requirements and must be purchased separately. The player can then choose to fill up multiple available Upgrade Slots to receive an increased bonus in that area. When multiple instances of an Upgrade are active they should combine additively (ex: having 2 instances of an Upgrade that provide +50% radius each should result in +100% radius).

Upgrades with Unique Effects per Element

Because of the differences between the Elements of a given power, not all Upgrades can have the same effect for each element. In these cases, the Upgrade will provide a different effect for each element. This keeps the Upgrade enticing no matter which Element the player favors, and reduces need for upkeep should the player change Elements. All effects should still be listed within the Upgrade's description (as seen below).

Super Power Breakdown

Below are the Super Powers, their Elements, and their Upgrades.

For each element, tweakable variables have been identified in purple. These variables will needed to be added to the tweak table. All variables listed for upgrades should be tweakable.

Any additional changes to a power will be listed in the appropriate section.

Telekinesis

Elements

Force

This is Telekinesis in its current form. It will boast increased physical damage over the other elements.

Force TK Throw Speed Multiplier

Force TK Human Damage Multiplier

Force TK Vehicle Damage Multiplier

Lightning

Thrown targets are electrified, arcing electricity to nearby metal targets for a time after being thrown. Electric attacks are extra effective to metal targets.

Lightning TK arc damage per second

Lightning TK arc distance

Electric vs metal damage multiplier (general)

Life Steal

While holding a human with TK their life is drained, transferring a portion to the player. Increases energy depletion when holding an object.

Life TK hold cost multiplier

Life TK health drain per second

Life TK health drain steal percentage

Upgrades - 3 slots at max level

Hold Cost

Reduced energy depletion when holding an object with Telekinesis (subtractive).

Reduced Cost (x2)

Reduced energy consumption when using TK

Damage (x2)

Force - Increases damage applied to vehicles

Life Steal - Drain target health faster

Lightning - Increase damage from lightning

Catch

Telekinesis can be used to catch objects thrown at the player. Should be extended to projectiles if possible.

Blast

Elements

Freeze

Targets become frozen, stopping movement. Attacks against frozen targets do more damage.

Fire

Targets are set on fire. Targets on fire flee and receive damage over time. Fire can be transferred through touch. Metal targets are immune to fire.

Fire blast burn duration

Fire blast burn damage per second

Shrink

Targets are shrunk. Shrunk targets cannot use weapons and can be squished by walking over them.

Shrink blast shrink duration

Upgrades - 3 slots at max level

Radius (x2)

Increased the area of effect of Blast

Damage

Freeze - Targets take even more damage when frozen
Fire - Targets take more damage from the fire
Shrink - TBD

Duration

Increases the duration of Blast's effect

Explosive Deaths

Freeze - Targets explode when shattered, dealing damage all around them
Fire - Targets that die while on fire explode, dealing no damage but setting anyone nearby on fire
Shrink - TBD

Cooldown (x2)

Blast recovers more quickly, able to be used more often

Stomp

The base shape of stomp will be changed from the current arc to a linear box in front of the player with angular wings on the side. These parameters should be tweakable per element.

Elements

Rock

This is stomp in its current form, with a visual makeover to feel more aggressive (rocks jut from the ground rather than the current dust VFX). Shape is linear, but higher damage than other elements.

Rock Stomp Width

Rock Stomp Length

Rock Stomp Wing Width

Gravity

Targets are thrown into the air and held in stasis for a short time. Shorter range.

Gravity Stomp stasis duration

Gravity Stomp Width

Gravity Stomp Length

Gravity Stomp Wing Width

Glitch

Instead of being thrown into the air, targets do a heavy flinch and become glitched, temporarily fighting for the player for the duration. Robotic targets recover more quickly from being glitched.

Glitch stomp duration

Glitch stomp robot duration

Glitch stomp width

Glitch stomp length

Glitch stomp wing width

Upgrades - 3 slots at max level

Damage

Rock - Damage increase

Gravity - Percentage of damage applied to target in stasis is applied to all targets in stasis
Glitch - Damage boost to glitched targets

Distance (x2)

Increases stomp length

Cooldown (x2)

Stomp recovers more quickly, able to be used more often

Area

Increases stomp wing width (additively)

Duration

Rock - TBD

Gravity - Increases duration of stasis effect

Glitch - Increases duration of glitch effect

Buff

This new ability grants an elemental modifier to the player's weapon while active. Each player/friendly can only have one buff active at a time. For players, if they personally have an active buff that takes precedence, for friendlies the "owner" player's buff takes precedence.

Elements

Life Steal

A portion of damage from all weapons is converted to life for the player.

Life buff steal percentage

Life buff duration

Fire

Targets are set on fire. Targets on fire flee and receive damage over time. Fire can be transferred through touch. The player is immune to fire for the duration. Metal targets are immune to fire.

Fire buff burn duration

Fire buff duration

Lightning

Bullets are imbued with electricity, doing extra damage against metal targets and arcing part of their damage to nearby targets.

Electric vs metal damage multiplier (general)

Lightning buff arc distance

Lightning buff arc damage percentage

Lightning buff duration

Upgrades - 3 slots at max level

Team Player

Fire - Friendlies are immune to fire while buff is active

Life Steal - A portion of health drained is given to all nearby friendlies (separate percentage)

Lightning - While active nearby friendlies will also receive a chance for lightning effect on their bullets

Duration

Increases the duration of Buff's effect

Cooldown (x2)

Buff recovers more quickly, able to be used more often

Radiating Power

Life Steal - Player will drain health from enemies within a short distance

Fire - Player is set on fire, though maintains full control and takes no damage from the flames

Lightning - Arc electricity from player to nearby enemies (like Lightning TK target)

Speed Demon

Increases (non-sprint) movement speed while Buff is active

Non-Radial Powers

Super Sprint

Upgrades - 5 slots at max level

Speed (x3)

Increases the maximum speed when Super Sprinting

Damage Reduction

Player takes reduced damage while sprinting

Tornado

A tornado effect is added to sprint, knocking over objects in the player's wake

Super Jump

Upgrades - 6 slots at max level

Jump Height (x3)

Increases the height of a fully charged super jump, as well as any other values that are increased with jump height (jump lateral speed, wall jump height, etc)

Air Dash (x2)

Player is able to perform an air dash using LB while in the air. Can do multiple dashes per jump by adding more air dash upgrades.

Glide

Hold LB after an air dash to glide. Upgrade provides one air dash.

Shield

Upgrades - 2 slots at max level

Damage

Sprint Shield

Death From Above

Death from Above will be changed slightly. Initially it will be unable to aim before launching, but rather pressing RT in the air will automatically launch the player downward.

Upgrades - 5 slots at max level

Aiming

Allows the player to enter DFA aim mode by holding LT, then launching with RT

Range (x2)

Increases the range an aimed Death from Above can target.

Damage

Increases the damage of Death from Above

Radius

Increases the radius of the explosion from Death from Above

City Takeover

Saints Row 4 city takeover will be similar to *Saints Row: The Third* city takeover, but it is being expanded to include more types of gameplay, specifically Hitman and Chop Shop, as well as others. Additionally City Takeover will be required to complete before moving on to the next mission or mini-mission. (See the gameflow document for more details).

Changes will include:

- Expanding some flashpoints to include a culminating fight with an agent.
- Integration of Hitman and Chop shop back into open world ambient gameplay and removal from Saintsbook

City Takeover in *Saints Row 4* will be fundamental to extending and flushing out the gameplay and story of the game. To that end, we will bring in more of the extraneous gameplay elements of *Saints Row: The Third* and tie them in to the required gameplay for *Saints Row 4*.

Hotspots

Hitman

Chop Shop

Hacking

Survival

Improved City Takeover

Bringing Saintsbook features into the required gameplay to extend and add variety to CTO and adding variety to the Flashpoints.

Overall Story/Thematic Elements

Thematically City Take Over (*we need a new name*) in *Saints Row 4* is about taking control of the simulation in order to break down the security measures on the physical alien prison ship which the player is actually inhabiting while being 'jacked in' to the simulated Steelport.

Within the simulated world the player must:

- Destroy Control Systems (flashpoints, defeat wardens)
- Collect Viruses (hitman/chop shop/some properties)
- Hack Hardened Control Systems (properties/stores)

All elements of CTO are built around building up your power within the simulation in order to speed your takeover of the simulations' systems for your eventual escape back to Earth.

Nomenclature

For the purposes of clarity, this document will use the following words to denote specific areas of City Take Over (CTO).

- **Island/District** – One of the main islands of the city, made up of a small number of uniquely named districts.
- **Hood** – One of several sections of each island to break down the city into identifiable areas. Each district is made up of multiple hoods.
- **CTO Region** – The smallest piece of the city for CTO purposes. This is the individual piece of the city that is acquired through CTO gameplay.

City Take Over

In *Saints Row 4*, CTO is pushed into the realm of required gameplay for completion of the game. This is handled in multiple ways each of which conveys to the player control over a section of the city

- **Mini-missions** – some mini-missions will link into activities such that they're required gameplay, not all of them though, some mini-missions will be just that "mini missions". All will be given a story hook to be made more important and integrated.
 - **2/14/12 - Mini-missions will also always give a CTO region to the player for completing them.**
- **Activities** – Single instance of an activity
- **Flashpoint** – Identical to SR3
- **Agent Flashpoint** – Flashpoint that culminates in the arrival of an Agent. The Agent must be killed to complete the flashpoint.
- **Store Purchase** – Changed to require a Survival gameplay after purchasing the store. Ostensibly you're "hacking".
- **Property Purchase** – Changed to require a Survival gameplay after purchasing the store. Ostensibly you're "hacking".

- **Hitman Target** – The player needs to kill a target in the area for Kinzie or Donnie.
- **Chopshop Target** – The player needs to grab a vehicle in the area for Kinzie or Donnie.
- **Stronghold** – Small and short SR1/2 style combat sequences that culminate in Agent fights

Gaining Control

Each type of gameplay will give the player a percentage toward the completing each area of the map. **Completion of a set percentage will be required before advancing the main storyline at times** (Note: These values will change as we balance the game). Players will gain percentage control from story mini-missions automatically, while the remainder will need to be completed by doing gameplay from the above list available in each district up to the total of 100%. Each piece of gameplay will be tied to a specific area in each district such that each completed (flashpoints, Store/Property Purchase/Activities) will give the player ownership of a specific area of the city. Once the player completes all of the gameplay on the island, the final stronghold is unlocked. On completion of the stronghold they awarded control and permitted to continue the main storyline.

Once the player has taken over these areas the hostile gang members will be replaced with friendly ones. Friendly gang members will then hang out and patrol, on foot and in vehicles; around the areas the player controls.

Mini-Missions

Availability: Unlocked in order as part of critical path.

Show on Map: Never – Uses mission interface.

Reward: Cash and Respect (as mission) and hourly income increase.

Story Hook: Varies based on mission.

These are simple scripted missions that use the basic gameplay ideas of other gameplay elements in a simple mini-mission format. These will be more complex than SR3 mini-missions but not extremely so. These will also be used to introduce activities and other gameplay elements and tutorials to the player.

Activities

Availability: After each type is unlocked in mini mission

Show on Map: After unlock.

Reward: Cash and Respect and hourly income increase

Story Hook: Varies based on activity, generally training in use of super powers.

These are identical to SR3 in how they behave in *Saints Row 4*. Instances that are not part of mini-missions become unlocked as soon as the island is unlocked, but only the first (easy) instance where there are multiple instances.

Standard Flashpoint

Availability: Immediate
Show on Map: Immediate
Reward: Cash and Respect and hourly income increase
Story Hook: Breaking alien control in area, tied to alien takeover theme.

These are identical to SR3 Flashpoints except they are visible on the map/mini-map immediately; they do not need to be discovered.

Agent Flashpoint

Availability: Immediate
Show on Map: Immediate
Reward: Cash and Respect and hourly income increase
Story Hook: Breaking alien control in area, tied to alien takeover theme.

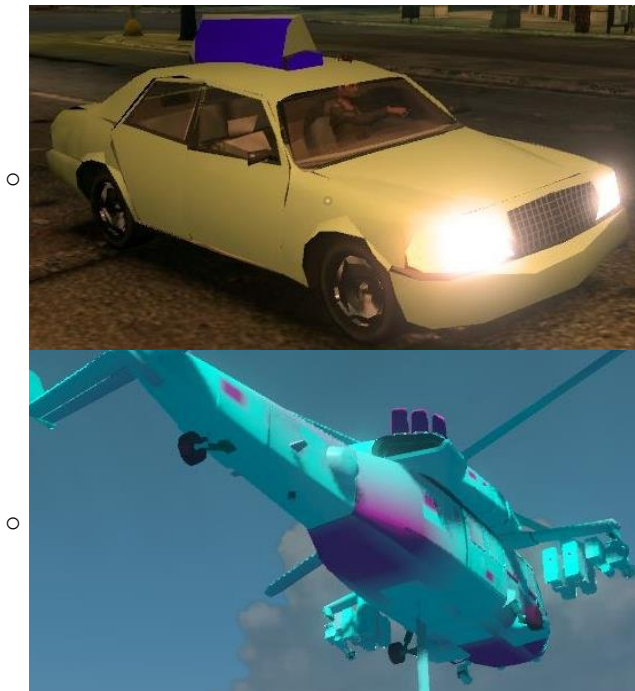
These are identical to SR3 Flashpoints except upon killing the final target of the flashpoint, an Agent is immediately spawned at the flashpoint location. The player must kill the Agent to complete the flashpoint.

Chopshop Target

Availability: Once unlocked through crit path
Show on Map: Once unlocked through crit path
Reward: Cash and Respect and hourly income increase
Story Hook: The vehicles are not actual vehicles, they are manifestations of programs operating in the Saintstrix. Taking them breaks down the operation of an area or provides the Saints with core virus code to better hack the simulation.

An in-world VFX (the same as an activity start icon) that is always active until the target is completed. Similar to flashpoints, they are on the map only when located in-world and are removed from the map when the target is completed. Tied to a CTO that unlocks and initiates a chopshop goal when started by pressing Y in the trigger region. The hologram VO will communicate any requirements necessary for making the target appear. In co-op, completion is synced between players. Gameplay icons are not synced. Chop shop targets in *Saints Row 4* will NOT appear in Saintsbook, but only in-world thru this method.

The target vehicles themselves are glitched (weird shaders, only the low LOD renders, etc.).



Hitman Target

Availability: Once unlocked through crit path

Show on Map: Once unlocked through crit path

Reward: Cash and Respect and hourly income increase

Story Hook: The targets are not actual people, like the Merovingian in the Matrix, they are manifestations of programs operating in the Saintstrix. Taking them breaks down the operation of an area or provides the Saints with core virus code to better hack the simulation.

An in-world VFX (the same as an activity start icon) that is always active until the target is completed. Similar to flashpoints, they are on the map only when located in-world and are removed from the map when the target is completed. Tied to a CTO that unlocks and initiates a hitman goal when started by pressing Y in the trigger region. The hologram VO will communicate any requirements necessary for making the target appear. In co-op, completion is synced between players. Gameplay icons are not synced. Hitman targets in *Saints Row 4* will NOT appear in Saintsbook, but only in-world thru this method.

The targets themselves will be NPCs who are glitched and oddities (toilets, question marks, weird shaders, and such) within the simulation.

Hacking (formerly Store/Property Purchase)

Availability: Immediate.

Show on Map: As per SR3, location is shown/ store type/price not identified until found.

Reward: Hourly income increase. Stores give player discount of X%

Story Hook: These are safe-points (stores) or connection points to the Saintstrix (Property) analogous to phones in the matrix, they are locations where Obi Wan can connect, or plant his dinglehoppers that allow him to hack the massive Saintstrix. The VO for each of these will convey information about why you're doing it:

The player can increase control of a District by hacking into certain weak spots and inserting viruses. We're removing the requirement to actually purchase the property/store because it produces a bunch of difficult and odd behaviors in co-op. After activating the Hacking location the Player(s) must survive there for a certain amount of time while under attack - the same as the Survival diversion. (updated based on brainstorming meeting 1/24)

Stores/properties are 'FREE'!

- We need to tie city takeover directly to the host because it is a required portion of gameplay.
- If the stores cost money, only the host would be able to activate the location because it would take money from the host.
- This would result in purchase triggers only accessible by the host and that would suck.
- The FREE gets quotes because you need to win the survival in order to 'purchase' the store or property.

Player Control

When the player takes control of any CTO region then several changes to the area around the asset will happen. Depending on the asset that is procured any or all of the following could happen.

All CTO regions will have:

- Pause map and minimap Interface update colors to reflect player control

All hoods will have the following:

- Friendly gang spawns in and around area (if possible - see above)
- A different LUT setting from the rest of the world.

Store/Property Bonuses

FYI: Most of the store data should remain unchanged from SR3.

When the player purchases a store they will get a reward screen that will outline any bonuses applied. These are City Income increases and Discounts on items purchased at the store.

Property (General Real estate): These are just buildings that are available for purchase. They have no game play interior. And provide no discounts, just City Income bonuses for owning the area.

Super Powers and Area Control

Super Power strength/functionality is in general directly proportional to the amount of control in a District. The percentage of ownership the player has represents the percentage of strength or functionality of a super power.

The example of a super jump, that has a max altitude of 100 feet and a minimum height of 10 feet would improve at just under 1 foot of altitude per percentage point of control. This can be broken down into smaller pieces if needed, by improving 9 feet for every 10 percentage points.

All the super powers will need a similar breakdown of how they improve proportional to ownership.

VO from ObiWan and Kinzie, and constant messaging of how power increases/decreases will be necessary. Notifications of power reduction when player leaves owned areas will be used to reinforce this message.

Visual Changes as the city is taken over

Each island will change in appearance as the player gains control. At preset intervals of control (e.g. 25%, 50%, 75%) we will need a fade-out and changeover as we perform a zone swap.

For example, after completing gameplay to give the player 25% control of an island, we do a visual glitch akin to the M16 crash screen. The screen shows corruption, audio tweaks out, then the screen goes black and the game performs the zone swap.

District Take Over Required "MISSION"

For 3 districts in the world the player will be required to own a set percentage of the CTO of the district in order to continue on to the next mission. At each of these points the player will have 1 mission available to them. This mission will be named something akin to "Take Over X% of Northwest District" with a sub-bullet of "Check your map for details".

If the player initiates this mission prior to having taken the require percentage of the district this will trigger a VO line from Donnie or Kinzie indicating to the player the reason why they need to take over X% of the district and that they should check their map to find the gameplay.



When the player finally DOES complete that X% of the required district this mission should be marked complete and unlock the appropriate next mission, thus triggering the 'new mission available' prompt.

Coop

Currently - No changes are planned from SR3 behavior.

District Interface

The player will be able access information about the status of the District through the Main Paused Map.



District Takeover interface events

- Control increase

- Completed Flash point
- Store/Property purchased
- Activity Complete
- Stronghold Conquered
- All Gang Territory Conquered (this wasn't a separate UI message, instead it triggered a mini mission phone call)
- City Conquered (this wasn't a separate UI message, instead it triggered a mini mission phone call)

KEY FEATURES

Top-level features like customization, city take-over and missions/activities/diversions will all appear in *Saints Row 4*, but they will be altered to better reflect the fiction.

Open World Gameplay

- *Saints Row 4* will still allow expected open-world gameplay. Specifically, players will have free-roam gameplay available to them after Mission 02, but not all gameplay will be open to them.

Important: We are gating gameplay in *Saints Row 4* in order to help extend gameplay length. For example (and unlike SR3), players will need to complete certain mini-missions (e.g. City TakeOver) before they can progress on to the next “standalone” mission. [\[The GameFlow section in this document provides specifics on the gating mechanism we’re implementing; be sure to read it\]](#).

In addition to adding gameplay length, the gating also allows us to explain core mechanics (like city takeover) to the player.

- **Missions** – *Saints Row 4* will have 23 stand alone missions (11 Core + 12 Custom). These missions will drive the game’s fiction and will typically contain both an intro and outro cutscene.
- **Loyalty Missions** - There will also be loyalty missions that the player may choose to complete for each member of their team – these are optional missions that the player can choose to ignore if they want, however it may impact the end of the game.
- **Activities (Mini-Missions)** – We have 8 mini-missions planned for *Saints Row 4*. These are either activities which have been re-skinned to better reflect the new fiction or aspects of City Takeover the player must complete before moving on.

An example of a re-skinned activity – Trailblazing with super-jumping and super-sprinting powers. Or : use the Escort mechanic/activity and take characters around the city to procure information that sets up a stand-alone mission.

An example of City Takeover – the Player must take over a set percentage of a city district (ostensibly weakening the simulation) via flashpoints and property-purchasing before they can move on to other critical path gameplay.

- **Diversions** – We will have diversions in *Saints Row 4*. Exact number and design are still TBD. Many of them will be returning from SR3, but we will be adding more as gameplay work continues.
- **City Takeover** – City Takeover is no longer secondary/non-required gameplay, for *Saints Row 4* it will be required to reach a set percentage of district control to proceed to the next story mission, the goal of which is to extend gameplay length and provide a more complete experience.

Customization

Customization will still be a kept feature in *Saints Row 4*. Customization options include:

- Be who you want to be. Players will be able to customize their sex, age, attire, voice, and body-type. In addition to having the same customization options as SR3, *Saints Row 4* will also include additional avatar customization options like clothing, skin color, etc.

The number of customizable voices is the same as SR3 with 7 total. Six of the voices will be normal voices and the final voice will be some sort of novelty voice which is still TBD at this time.

- Create your Saints. Players will be able to customize their gangs as they could in SRTT.
- Build your ride. Players will be able to customize their vehicles as they could in SRTT.

Reward systems

- As in SR3, *Saints Row 4* players will earn respect for their in-game actions. Accumulated respect affects the player's level, which in turn affects the options and non-super power upgrades they are able to buy.
- New to *Saints Row 4* are collectible orbs. These orbs will be scattered throughout the city and will be used by the player to upgrade their super powers.

Co-Op Campaign

- Play through the full single player story campaign with a friend via Xbox Live or PS3 online. Seamless drop-in, drop-out.

Vehicles/Weapons

- *Saints Row 4* will contain a sampling (most) of SR3's weapons and vehicles. To see information on *Saints Row 4*'s new weapons and vehicles, please see their respective sections in this document.

GAME FLOW

Please refer to the file labeled <SR4_mission_structure02.jpg> for a detailed break down of *Saints Row 4*'s gameflow. It's too large to place in this document.

Okay, here's a small version... You won't be able to read this. Really, look at the separate attachment.

The important things to note:

- We are employing a gating mechanism (i.e. the Player must complete all mini-missions and a percentage of open-world gameplay before they are able to progress to the next mission. This is different from what was employed in SR3 where players were only required to play a small subset of Activities and City TakeOver gameplay.).



QUEST LOG

In previous Saints Row games, Missions were the only gameplay we dedicated a cell phone UI to. Using the mission list in SRTT players were easily able to continue on with the crit path without having to grid for respect or even driving to the mission start trigger(kind). By not dedicating a screen to other types of gameplay (Activities, Chop Shop, Collectables, Hitman, etc) players never felt like they were missing that content. Players would continue down the mission list because that's what they assumed was all they had available to them. In *Saints Row 4*, we want to change this by not only adding that gameplay into a dedicated UI but also intertwining it with crit path gameplay. Instead of a mission list we have a quest log and each quest can contain multiple Missions, Activities, and Diversions.

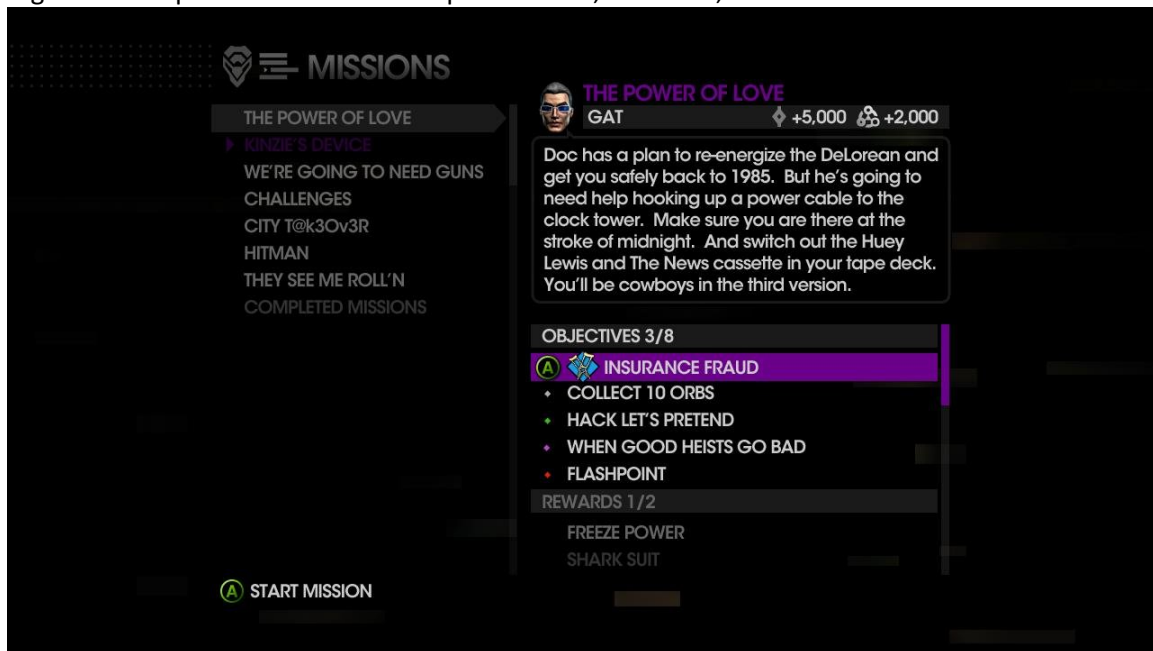


Figure 1: A mock up of what selecting a quest looks like

Accessing a quest from the quest log works as follows:

1. Open Cell Phone UI
2. Locate and select the Quest Log app
3. Browse the list of quests available until you find one that suits your desires
4. Select the quest. This will bring you into the objective list where you can select an objective.
6. Select an objective. Pending on the objective something custom may happen.
7. GSI updates to show you your current quest and objective.

Features and Functions

Quest List

This is the master list that will display all quests and their states. Additionally it will show the challenges entry as well as completed quests.

Challenges

An option on the quest list that will show players all available challenges and their progress towards each one.

Completed Quests

An option on the quest list that will show players all completed quests. A quest only appears here after all objectives have been met.

Quest Description

A description of the overarching storyline or goal for this quest. Usually given by a contact. This is so we can narratively contextualize the gameplay the player is being told to do.

Objective List

A list that shows all of the objectives for a given quest. Will display an icon relating to the gameplay that the player is about to play. These are selectable in any order. Some objectives will be hidden and needed to be unlocked either via completing previous objectives or other events.

Rewards list

A list that shows all the rewards for a quest. This is to incentivize players to complete quests and Quest Objectives. Some rewards are marked as hidden (such as crit path rewards). This is done to not spoil what is going to happen next in the game.

Quest Rewards

These rewards are specific to finishing the Quest Line. Other rewards can be rewarded either through Missions or Activities.

Other features

- Cache rewards
- Power rewards
- Contact Homie Head and Name
- Quest Name
- New Quest Indicator

How to Get New Quests

Quest lines can be earned in the following ways:

- By talking to homies on the players ship
- By completing other quests
- By continuing the crit path
- Additional other exact methods TBD

Co-op

Each player should be able to pin their own quests and continue to complete objectives without interrupting one another. The one exception to this is when a player enters something modal. When this

happens the other player is presented with a dialogue box stating "Player A wishes to play *Gameplay Name here*. Do you accept?". Once the player accepts the game behaves as it did in SRTT.

If any players attempt to access their Quest Log during a mission or activity the APP will be greyed out and cannot be accessible.

Narrative

The quest log will serve as a way to narratively contextualize to the player what they are doing. It is an APP provided to him by Kinzie as a way to organize the break out and eventual take over of the Zin Ship.

Challenges

A goal of the quest log is to also streamline how challenges were presented to the player. In SRTT they were buried within the Saints Book app and mostly ignored. By adding challenges to the same UI screen where the crit path will take place and even intertwining some light challenge goals into the quests themselves we hope to drive the player into completing them naturally.

The main way a player should access challenges is as follows:

1. Open Cell Phone UI
2. Locate and select the Quest Log app
3. Scroll down the list of challenges available and select "Challenges"
4. This should open either a sub screen or new screen that is similar if not the same in functionality to the Challenge screen in SRTT. This way the player can see what they have completed or how far they have to go.
5. These challenges are not pin-able unless there is a smaller goal built into a quest (Ex: Gather 25 orbs total)

Rewards

While there will be many game systems that have rewards systems already in place the Quest Log will need a way to give rewards as well. The system should only give rewards based on completing all Quest Objectives. Any rewards that need to be given at the objective level should be done within the game system that owns that type of gameplay (Ex: Mission, Activity, or Diversion systems)

While this means rewards will have to be set up in multiple different places it is easier and less costly on programming to keep the current rewards system in place. The down side, however, is that this makes giving rewards less flexible for example If we wanted a specific objective in a specific quest to unlock a reward and that objective was owned by a gameplay system that didn't support rewards then we couldn't do that.

Progression (unlocks)

While there will be many game systems that have progression systems already in place the Quest Log will need a way to unlock content as well. This is different from the way rewards are given as unlocks will be give given on a per objective basis.

The old progression system only allowed unlocks based on missions and activities. With the quest log we are going to want objectives involving gather "X" number of orbs to unlock missions, activities, or even diversions. Any type of objective should have the capability of unlocking a new piece of content. In some cases it will unlock multiple (Ex: "All of SE Insurance Fraud Unlocked")

When the player unlocks a **Mission**:

- If the mission has a pre-mission phone call it should play.
 - Missions that used to involve only a phone call should no longer exist. Instead the phone call should be played as the mission is unlocked

Gameflow



Figure 2: A mock up of what getting a new objective looks like

What happens when...

- A new Quest Objective is set active?
 - The Quest Objective will be set as active and the player will get a new GPS spline and OI marker (with a very short fade distance) guiding them to that next objective.
 - The UI should inform the player that a new objective has been made active, what that objective is (EX: "Meet King at 3 Count"), and what they should do to trigger that next objective by showing the OI icon next to it as we do with mission objectives.
 - After about 10 seconds or so the UI showing the quest and objectives should fade away. The same should happen to the Full OI (Should have it's fade distance lowered to 50m)
 - Additionally a marker on the mini map should be placed.
- If an objective was completed?
 - A new Quest Log specific UI construct should appear to inform the player that they have completed an objective.

- This will set the next available objective as active and display the appropriate UI to inform the player should be displayed.
- If the next objective is a **mission**?
 - Players may unlock x number of missions at any given time. This will cause the start trigger to unlock in the world.
 - The player may start a mission using this trigger even without pinning the quest so the phone call can't be triggered by pinning the quest.
 - The player should have some option to re-play the phone call as they can choose to play open world gameplay for a long time before returning to crit path.
 - The standard behavior of adding new GPS and OI markers should be executed
- If the next objective is an **activity, chop shop, hacking, or survival**?
 - The standard behavior of adding new GPS and OI markers should be executed
 - This should bring players to the gameplays start nodes
- If the next objective is **hitman**?
 - The standard behavior of adding new GPS and OI markers should be executed. However this should serve as the "Go To location" portion of hitman. This should not take you to the start node but rather the area where the target will be.
- If the next objective is **Quest Specific Collection**?
 - The standard behavior of adding new GPS and OI markers should be executed
 - Once the player gets to the location we should highlight the area where these collectables will be found on the mini map. Similar to play areas in Whored or Adrenaline Zones in Insurance Fraud.
 - The UI should let the player know that they need to reach a collection amount of X
- If the next objective is **Collection Challenge**?
 - The UI should let the player know that they need to reach a collection amount of 25 out of the TOTAL_NUM_OF_COLLECTABLE_TYPE
 - This objective is completed when the player collects a total of 25 orbs. Doesn't matter which ones or where just that the total they have collected is 25
 - There is no GPS spline or OI for this objective type
- If there are no other available objectives and the quest has been completed?
 - The GPS spline and OI should clear out. The UI should inform the player that the quest has been completed with a quick display of the cache and respect rewards (similar to flashpoint banners)
 - The player will be required to open the Quest Log and select a new quest to complete as they've finished the current one.
 - Once opening the Quest Log after completing a quest the player is presented with his Quest Rewards. This should only show rewards that the player hasn't already been awarded (Through activities and missions)
- The player attempts to open the Quest Log UI during a mission or activity?
 - If any players attempt to access their Quest Log during any modal gameplay the quest log should display as normal but selections cannot be changed until they exit the gameplay mode.

SAINTS ROW 4's STEELPORT

World, City and Setting.

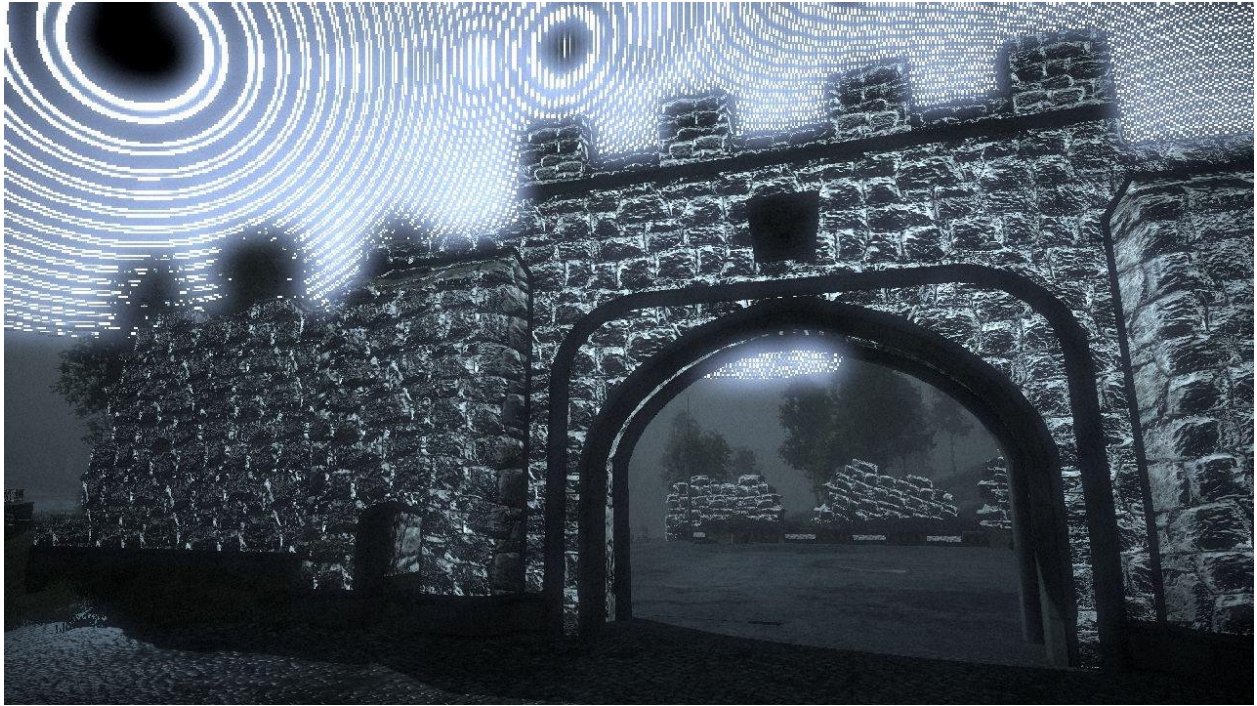
Saints Row 4 is primarily set in a simulated version of Steelport. *Saints Row 4*'s Steelport is a simulated version of Steelport and the Alien's haven't yet perfected the simulation. This means players will see "glitches" and other anomalies when they play, and these glitches will become more noticeable the more the player takes over the city.

Some early visual proto-types and visual depictions are below. Whether or not we can or should implement some or any of these is still TBD; the art team is still investigating how best to visually depict a "simulated" Steelport.

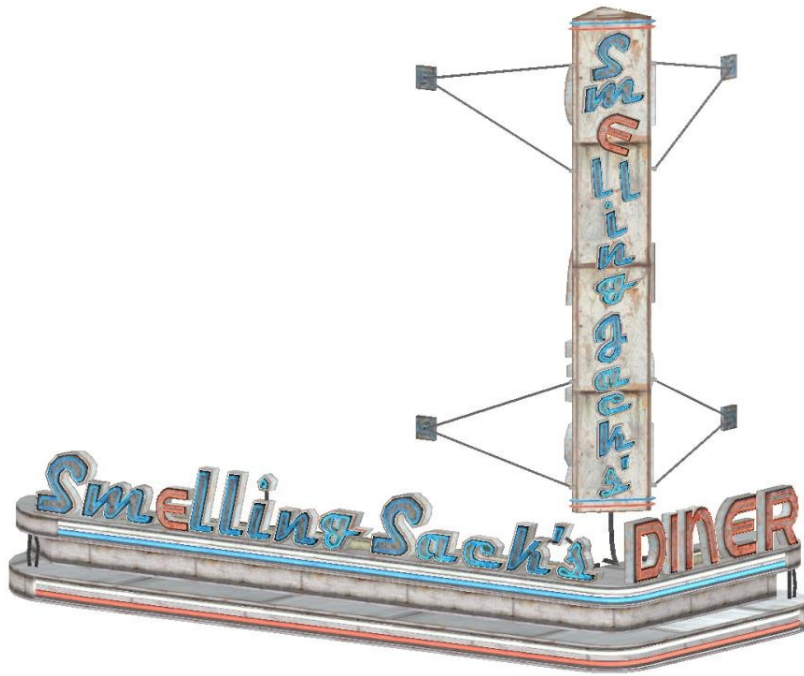
In addition to the visual glitches, players will also see evidence of Zinyak's presence, including alien signage throughout the city, an alien skybox, and alien vehicles in the city, including a giant alien mothership floating over the city. (TBD)

Visual Environment Glitch Prototypes:





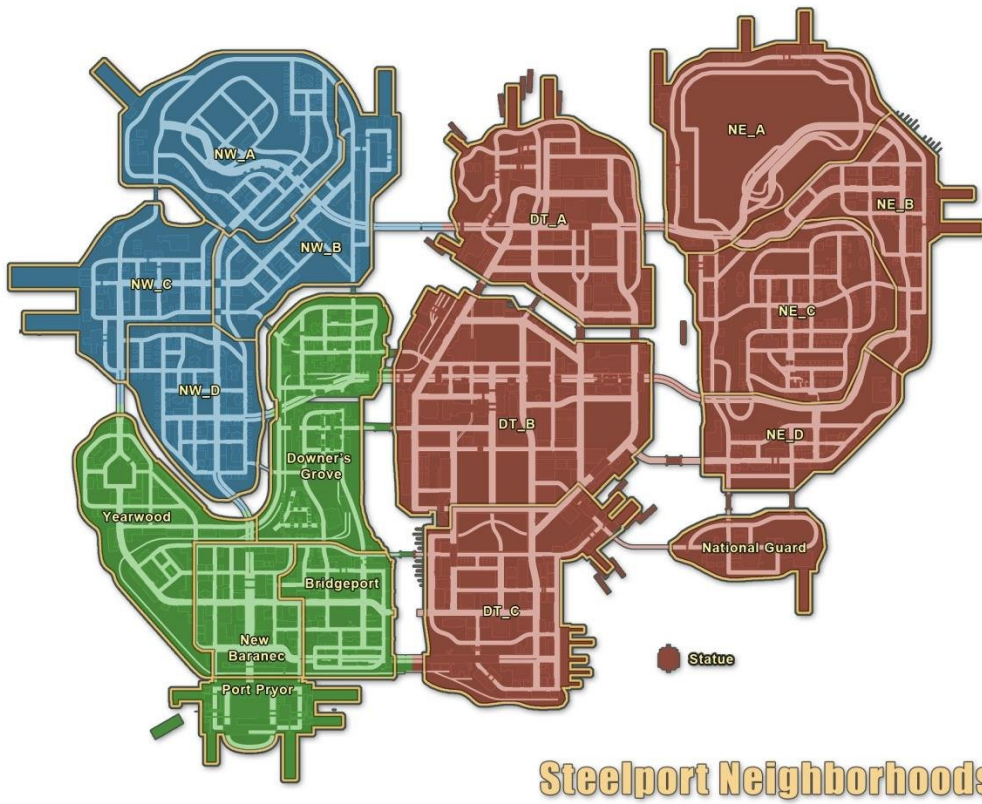
Other Ideas and Prototypes:





Layout

Saints Row 4's layout is still TBD. The current plan is for the Northeast district of the city to be a “forbidden” zone where players will come under immediate attack and be visually assaulted by the most egregious glitches in the same. Narratively this is a section of the city that the aliens did not fully complete simulating. Here is SR3's city map, but pay no attention to the color coding as it's not relevant to *Saints Row 4*:



NEW WEAPONS

Weapon functionality is in progress. We are also planning on making additional weapons beyond the weapons listed below, these are still TBD.

Anal Probe

Probe and launch enemies into the sky with this new weapon.



Abduction Ray

Target the area and watch your enemies get sucked up into the sky.



Black Hole Gun

Functionality is still be explored and iterated, but effectively this is a gun that allows the Player to make enemies simply vanish into a swirling vortex of evil, never to be heard from again.



Shrink Ray

Shrink your enemies and step on them to finish them off.



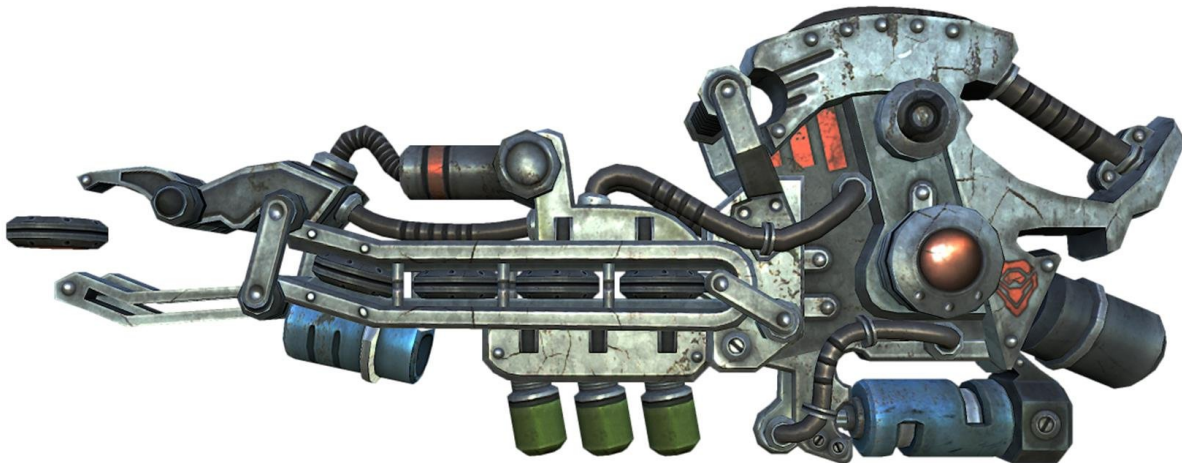
Tentacle Bat

Saints Row 4's version of the dildo bat.



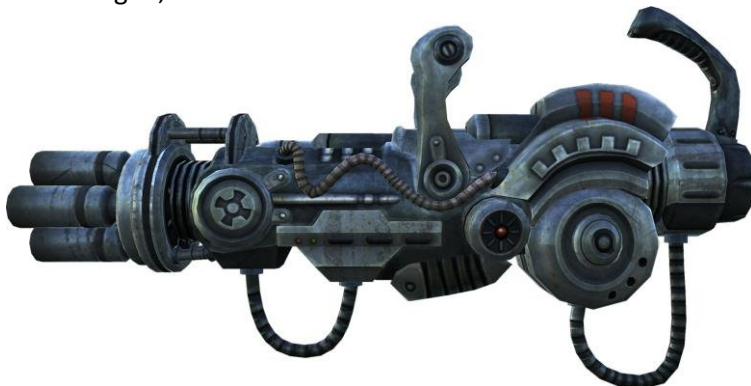
Mine Launcher

This weapon's functionality is similar to the Luchadore Specialist's weapon in SRTT – launch time-activated grenades. Very powerful and very fun.



Laser Mini Gun

Standard mini-gun, but it's alien-themed and shoots lasers instead of bullets.



Alien Rifle

Standard rifle, but it's alien-themed and shoots lasers instead of bullets.



Alien Pistol

Standard pistol, but it's alien-themed and shoots lasers instead of bullets.



Disintegrator Rifle

Name speaks for itself.



Plasma Cannon

The name speaks for itself.



NEW VEHICLES

This list is incomplete and at this time only includes concept art, but it should give the reader an idea of what types of new vehicles will be in *Saints Row 4*.



PLAYER ATTRIBUTES

Health

Player health uses a regeneration mechanic by which as the player is damaged all of their health can be recovered if they stop taking damage for a brief period of time. Additionally players will be able to purchase upgrades that will allow them to regenerate health at faster rates as well as increasing their base level of health.

Standard Movement

Walking

- By default the player will walk when the movement stick is moved in any direction below a certain threshold of input so that the player can have fine control over his/her speed.

Running

- When players move the movement stick beyond the walking speed threshold they will immediately begin moving at a faster running pace. This movement can be made in any direction at any time.

Sprinting

- By holding a button down the player can sprint which will move them at a faster than normal speed and decrease their sprint meter, which determines how long they can sprint.
- In addition to simply moving faster the player will also push people out of their way and can quick enter vehicles while sprinting.
- In *Saints Row 4* the player will have access to a super sprint which makes them travel faster than even the fastest vehicle. While in this super sprinting mode the player can upgrade their power to smash through vehicles and other havok objects without being hurt or ragdolled.

Jumping

- A simple tap of the A/X button will cause the player to do a very small standard jump that will traverse obstacles, climb fences, and mount small ledges.
- Holding down A/X for longer periods of time, once the super jumping ability is unlocked, will provide the player will the ability to charge up a super powered Jump will can send them flying through the air, leaping over buildings.
- If the player presses A/X again while near a vertical surface they will be able to quickly wall jump upwards to continue their ascent and maintain fluidity of movement.

Crouching

- Players can crouch down to slow their movement speed and allow them to hide below taller objects by entering crouch mode. Crouch mode can be either a 'press and hold' button or a toggled button that stays on once activated, this is set in the options menu.

Entering/Hijacking Vehicles

- Building upon the existing Saints Row functionality players will be able to enter any vehicle in the world and easily move around in the world in a huge number and types of vehicles.
- In addition to simply walking up to a vehicle and stealing it the player now also has access to a 'Dukes of Hazzard' style vehicle entry when sprinting where they will jump into the air and smash through the windows/windshield of the car knocking out the driver and stealing the vehicle.
- Some vehicles may not allow the player to immediately enter them and instead require that the player 'hijack' them. The tank is an example of a vehicle which the player cannot simply walk up to and steal and would instead be required to do simple gameplay mechanic to 'hijack'. The focus of this mechanic will be quick but enjoyable gameplay for the player.

Skydiving

- When the player enters 'freefall' after falling for a certain distance they will automatically enter the 'skydiving' movement mode. While in this mode the player will be able to alter their direction and speed. Player fall damage has been removed from *Saints Row 4* due to the height in which the player can jump.

Parachuting

- We're going to remove parachuting from *Saints Row 4*. With super-jumping, this movement is rendered obsolete.

Swimming

- When players enter water of a certain depth they will immediately begin swimming. Swimming uses the same movement stick as walking and running and moves at a set speed. We are also investigating the ability to allow players to run on water while super sprinting and jumping directly out of the water with a super jump.

Combat

Melee

- Players will be able to engage in visceral melee combat with any person in the world at any time by selecting the 'Fist' from their weapon radial menu. Melee combat in *Saints Row 4* will feature visually appealing combo attacks and new 'finishers' that feature custom animations and camera view to reward players for landing combo attacks.
- The standard controls are:
 - RT/R1 = Light Melee Attack
 - LT/L1 = Synched Heavy Melee Attack
- When player presses RT/R1, system will randomly do a left or right punch or kick.

Testicular Assaults (Bash)

- While wielding a weapon the player always has a fallback attack called a Testicular Assault (bash) which is a simple quick melee attack that can be used at any time and will damage and incapacitate nearby enemies in fun and funny ways.

Shooting

- Shooting will be the standard combat mechanic of *Saints Row 4*. Players will get guns early and use them often.
- *Saints Row 4* will feature dozens of new weapons, new weapon types, and even weapon upgrading to allow the player to customize how they want their weapons to improve over the course of the game.
- The player can dual wield smaller weapons (pistols/SMGs) by purchasing an upgrade to allow this ability.

Offhand Grenades

- Super Powers completely replace offhand grenades in *Saints Row 4*

Human Shield

- Players will be able to grab almost any person in the world and use them as a human shield at any time. Once a person is grabbed they will then absorb bullets being fired by enemies and allow the player to use them as a 'moving cover' or to quickly allow themselves to recover health from the middle of a tough combat situation.
- In addition to being able to hold the human shield the player will be able to execute or throw the human shield at any time. Executing is a useful way to quickly discard a shield that is no longer needed whereas throwing that shield allows the player to knock down other enemies or people in the world as well as giving them access to a special 'throwing' diversion that will reward them for the distance they're able to throw the human shield.

Other Abilities

Taunting

- Any time the player is on foot they will be able to express themselves by taunting or complimenting nearby people. If the player decides to taunt police or gang members they're going to have to get ready for a reprisal from that enemy as they don't take kindly to being insulted. The player can also compliment his gang members or random people on the street in order to elicit a humorous response.
- Players will be able to select from a large list of taunts and compliments in order to choose the exact combination that suits them best. This functionality will be accessed through the player customization menus.

Recruiting/Dismissing Followers

- Since the player is the leader of a gang in *Saints Row 4* they have a large number of gang members at their disposal to help them engage their enemies, of which they can recruit up to 3 during the course of the game. Any time the player sees a friendly gang member they can press a single button to 'recruit' that person. If the friendly gang member is recruited they will then follow the player around, get into cars with him, and defend him in battles, greatly adding to the players' combat abilities and providing him with great protection from enemies.
- Recruited gang members also gain a very special ability that allows the player to 'revive' them during combat if they get knocked down and become incapacitated. This ability to revive friendly gang members means the player can fight on his own terms without having

to worry about his teammates getting too near to death as he can easily revive them at any point during the battle.

- If the player no longer wants to be followed around they can easily dismiss the recruited friendly gang members just as easily as they were recruited.

Inventory

- Players will have constant and immediate access to a large number of weapons and grenades which can be swapped out for other weapons at any time.
- Players have 8 inventory slots which correspond to weapon classes and can only be filled by weapons within that class and not other classes. These classes are:
 - Melee (fist)
 - Melee weapon
 - Pistol
 - Sub-Machine Gun
 - Shotgun
 - Machine Gun/Rifle
 - Explosive
 - Special
- Some weapons can be dual wielded, i.e. carry two instances of the weapon, one in each hand. These weapons are only weapons in the pistol and sub-machine gun class.
- Additionally players will have access to the Super Power radial which selects their offhand Super Power combat ability

Cell phone

- The cell phone in *Saints Row 4* will be a hub of information and access to help to guide the player through the game world. Missions, activities, and city takeover gameplay will all be easily accessible through this menu system.
- Activities like Hitman and Chop Shop and other ambient gameplay event types will all be accessible in a cohesive and comprehensive location on the cell phone for easy access to this gameplay.

Super Powers

- Refer to the section dedicated to Super-Powers for details.

SYSTEMS

AI - Overview

Saints Row 4 will essentially use the same AI that appeared in SR3 with the Wardens being one major exception. For a detailed description of the general AI, refer to the SR3 GDD.

AI - Warden Overview

While the player's alien captors give the player great latitude to act within the confines of their simulated Steelport (The 'Saintrix'), the overseers cannot allow the player to wreak havoc completely unfettered, lest the underlying stability of The Saintrix, the player's prison, be compromised. To rein the player in, they deploy their 'wardens', aliens who have projected themselves into the Saintrix and whose projections there exhibit a wide variety of superpowers.

Wardens come in two flavors ... the basic 'Warden' who appears at high levels of notoriety and in flashpoints as a 'boss-fight' monster, and Master Wardens, who are projections of the Alien Leader itself who guard major objectives like flashpoints, etc. While MasterWardens are even more powerful than Wardens, the base-level Warden is extremely challenging to fight, even more powerful thanSR3 brutes.

Emotional Goals

Wardens, from their arrival until their (hopeful) defeat, are animate 'wow' moments ... everything they do suggests that they have complete command of The Saintrix and a great deal of fluid power. As such, they should inspire shock and amazement when they first arrive to begin kicking the player's butt.

Initially, before the player is taught how to beat the wardens and once aware of what a warden is capable of, the player should feel fear or at least concern fighting and escaping them. The player should feel anxious and hunted, while still in awe of a warden's abilities.

Later, as the player gains the knowledge and tools to effectively engage a warden, the feeling of awe, while still present, changes more to one of excitement ... they should be 'wowed' by the fact that they are using superpowers to fight a superpowered foe, and be awed by the fact that they're actually able to do what they're doing and hold their own.

Finally, upon defeating a warden, while we want the player to feel empowered (literally and figuratively as they absorb a warden's essence), they should always feel like it was a well-earned victory. Even at the ultimate levels of player power near the endgame, wardens should never be a cakewalk, easily dismissed and no cause for concern.

AI - The Wardens' Role

Wardens are used for one thing only ... climactic battles. They are not used outside of combat, and do not appear ambiently in the city like other enemies. They appear only as boss monsters/end bosses in missions/flashpoints, and as extremely high-level notoriety spawns (equivalent to the brutes and tanks). Regardless of where they appear, a warden's presence should signal that a centerpiece battle is about to occur.

In Set Encounters: In flashpoints, Wardens appear at the end of the flashpoint, and their defeat indicates the flashpoint is beaten.

In Notoriety: Wardens appear only at Notoriety 5. When they appear, they destroy all enemies still alive and prevent new enemies from appearing (see Warden Arrival, below). They also serve as a way to 'beat' notoriety ... if a Warden is defeated as part of a Notoriety spawn, Notoriety resets to 0. Only 1 Warden ever appears at a time in Notoriety, though in co-op play, we should consider spawning 2. 2 other things to consider in regards to Wardens and notoriety:

1. They should have a chance to show up at Law Notoriety 5, letting the player fight tanks for a while and then appearing to shut things down
2. We should tweak Alien Notoriety to make arriving at Level 5 easier, so that agents show up sooner while still maintaining the clear distinction that wardens only appear at Level 5

AI - Wardens - Features

Appearance

While the game takes place in a matrix-like environment, the Wardens should not actually look like the 'Men In Black' from the Matrix. They look full-on alien, a high-tech warrior from another world. In addition to their matrix-generated superpowers, Wardens' outfits contain several high-tech items that help them fight.

As mentioned above, wardens appear in two power-level flavors:

Standard Wardens appear in a number of ways:

1. As Notoriety 4 & 5 spawns that replace Brutes/Tanks etc.
2. When all other enemies in a flashpoint are defeated, a standard warden shows up to take care of business and put the player down
3. Standard Wardens can also be used as End Bosses or key encounters in missions.

Standard Wardens should look like less-impressive versions of the Master Wardens (below) but still like high-tech, imposing alien badasses.

Master Wardens

Master Wardens are direct matrix images of the Alien Leader (Zinyak), and appear only as the final boss in certain missions, never in notoriety.

The Master Warden will have the full range of alien abilities at increased power, and its appearance should reflect the fact that it is a substantially more dangerous foe than Standard Wardens, who are already imposing in their own right.

Both Wardens and Master Wardens manipulate The Saintrix extensively to use their powers, and should have some sort of VFX that communicates this (lightning, energy pulses, data-stream auras, etc.).

Arrival

A Warden's arrival on the field of battle will be EXTREMELY dramatic ... a 'stop everything and look at me' moment. When a Warden spawns in, the following happens:

1. A moment before the Warden arrives, the ambient lighting changes color to something dramatic, sinister, and otherworldly. If possible, the skybox should change as well to a storm/cyberstorm effect. Distant thunder/rumblings immediately presage the Warden's Arrival
2. The Warden drops quickly from high in the sky and lands near the player in their field of vision if possible. When they land, the ground is cracked, dust flies, the camera shakes and the controller rumbles. Ideally, we should try to spawn agents in exterior areas. If we ever must spawn an agent indoors, we will need either an alternate arrival, possibly them just teleporting in in a brilliant flash of energy, or make certain the interior where they are used (stronghold, etc) is suitably cavernous.
3. When a Warden lands, or teleports in, there is a terrific explosion of energy centered on the Warden that knocks back and kills everything except the player and any homies within a VERY large radius ... it must be large enough to kill anything that isn't a player, homie, or the agent, as we want the player and the agent to duel without the interference of others. Players and homies, if present, should play a stumble, to reinforce the agent's arrival.
4. If any notoriety exists (Law OR Alien) at the time of the Warden's arrival, it should be cleared at this point, and notoriety should be disabled until the Warden is defeated.
5. When the explosion clears, the Warden should pick stand up dramatically from their 'arrival pose' and battle is then joined.

General AI

Wardens will never need to exist in a non-scripted, out-of-combat context, and thus will not need any ambient AI. Additionally, their AI should be very aggressive in combat, built around the powers listed in the 'Warden Abilities' section. Differences from standard enemy AI include:

- Wardens never seek or take cover
- Wardens do not take human shields
- Wardens do not crouch to fire
- Wardens will not need to enter/exit/use vehicles
- Wardens should have a custom 'dodge' animation that is more 'super' than the current spin out of the way.

- Wardens do not have investigate/sneaking behavior or animations. If the player 'escapes' them by moving beyond a certain large range, the agent should de-spawn.
- In rare cases where Wardens are in action in an area where other AI exist, the Wardens ignore/do not target non-player/non-homie AI or acknowledge allies. They are focused solely on the player.

The goal of Warden AI should be to create a feeling of variety in a fight. They have a wide range of abilities to use that work in varying ranges and situations. The Wardens should be very mobile, always changing their position and range to use a new, different ability to best effect. Unlike Snipers, they won't always try to stay away, or always try to close like melee brutes. Instead, they should use 1 or 2 abilities that work for a given range, move to a new range, and then use 1 or 2 abilities at the new range before moving again. Additionally, wherever possible, they should incorporate an attack into their movement. Example:

- a. Warden Arrives
- b. Agent Throws Car at Player with Telekinesis. If Player ragdolled, Warden Leaps into melee range with a 'smash' landing. If not, then Warden fires suit-mounted weapon.
- c. If not already close range, Warden now leaps into range with a smash attack.
- d. Warden attempts to super-melee player to knock them back.
- e. Warden does a dash-rush to player if they succeed at knockback, if not, they leap away to range.
- f. Warden continues combat, mixing up available abilities as appropriate.

Wherever applicable, and described in detail in the Warden Abilities section, and Warden's ability should be able to be interrupted/defused by a successful counter. Oftentimes, this counter will be a player superpower. Because the player will not always have every superpower needed yet to counter a warden, we should look into implementing mechanics to make certain that wardens never (or only rarely) use those abilities for which the player has not yet earned the successfully countering power.

Wardens and Vehicles?

Wardens don't use vehicles: Ever.

Warden Improvements

Warden iteration will continue as we progress. Some suggested improvements to make the warden combat more challenging and interesting includes the following:

I. WARDEN SUPERPOWER COUNTERING

Currently, the player's superpowers are so overpowering and readily available that it is easy to just use one power over and over to suppress and then dismantle the warden. Warden superpower counters are ways we can accomplish the dual goal of giving a warden power 'defense' and encouraging the player to use varied tactics on them.

When the player attacks the warden with a superpower, and the warden has an available action (or is performing an abortable action), they have a chance to choose to do an action that counters the player's power. This chance increases with the number of times the player uses the same

power in a row (but never above a certain point depending on the number of powers available to the player).

Chance to perform countering action when attacked = $20 + (80 - (80/N))$ where N = Number of times player has performed a 'superpowered attack' without a different superpowered attack performed in the interval. For purposes of this calculation, the following count as 'superpowered attacks':

- a. Nuke (Special case: warden always will try to counter)
- b. Hit by a Telekinetically Thrown Object
- c. Hit by the player's dash-shield
- d. Hit by a super-stomp shockwave
- e. Hit by a freeze blast
- f. Hit by a Death From Above
- g. Hit with a Reflected Warden Hadouken (Special Case: Does not count as an intervening attack)

The chance listed above for the warden to counter cannot rise above the following value, based on powers unlocked:

- 1 Radial Power Unlocked: 40%
- 2 Radial Powers Unlocked: 70%
- 3 or More Radial Powers Unlocked: 100%

The 'counter' action the warden performs depends on the power they were attacked with:

Nuke: Warden dashes to player and tries his punch to disrupt the nuke. If player has already passed the 'point of no return' on the nuke, the warden will stop in place and do a roar taunt.

Attacked With Telekinetic Throw: Warden dashes to the side at super-speed to avoid thrown object. If possible, he will dash forward enough, too, to get into stomp range and do a stomp.

Attacked With Dash Shield: Warden goes into a 'resist/braced' pose and the player is knocked back/deflected/bounces off

Attacked With Super-Stomp Shockwave: Warden is very briefly stumbled and responds with a quick ground pound <Warden is only very briefly vulnerable to damage, but can't be ragdolled, during the stumble>

Attacked With Freeze Blast: Warden instantly breaks out, throws a Hadouken back at the player <Warden is vulnerable to damage but can't be ragdolled from the moment he is frozen to the point where he throws his Hadouken>

Attacked With Death From Above: If DBA will land within damaging distance of the warden, warden waits to meet player then enters a synched animation, leaping up to intercept the DBA and punching the player/tossing them aside, etc. Ultimately, we'd probably have him have a few variants of this, if it proves to work.

Attacked With Reflected Hadouken: Warden sidesteps Hadouken and throws one of his own immediately

II. **WARDEN 'ACTIVE RAGDOLL'**

Currently, when the Warden uses our ragdoll system to register the effect of a hit, there are two problems:

- a. They stay ragdolled for far too long
- b. Ragdolling makes them look 'weak'

It is proposed giving the warden a more active-looking 'ragdoll', in which they aren't ragdolled at all but, when hit with an attack that would normally ragdoll them, they quickly go into a 'recovery' animation in which they do something like flip back onto their feet quickly, and take a brief moment to 'shake it off', during which time they are vulnerable to damage but immune or at least very resistant to being re-ragdolled during this time.

To limit the possible number of animations that would be required, we should consider having the warden start by being ragdolled then quickly blend to one of two anims... a 'flip to stand' if ragdolled into the air or some sort of quick kick-up if on the ground. Once standing, the warden should appear disoriented (but not helpless) as he gains his bearings again. The entire length of the animation/disoriented-vulnerable time should be about 3 seconds.

III. **WARDEN MOVEMENT/PACING**

These changes are more general in nature, but things we should try to implement:

- a. Some form of Warden run or teleport (maybe both) to get the warden to move from place to place quickly. Jumping should only be used to change the level of the fight or to pursue the player someplace high, not as a general method of getting from Point A to Point B. We should look into some form of aggressive run anim. Zach has some ideas on that ... definitely he should look more threatening while doing it (though I'm not into making them - too- bestial/animalistic
- b. Warden Combos: Wardens should occasionally do combo maneuvers, and these should become more common as the warden loses health. Something like:
$$\text{Chance to do Combo} = 100 * ((1 - \text{Warden Health Percentage}) / 1.5)$$

A combo maneuver is when the warden combines two or more powers/attacks into a single attack sequence. Possible combos might be....

- i. Warden superjumps straight up and fires a hadouken from the top of their leap at the player
- ii. Warden picks up object with TK while in stomp range of player, stomps while holding TK object, then throws the object at player when they get ragdolled from the stomp
- iii. Warden ragdolls player with TK then super-runs up to the ragdolled player and punches them
- iv. Warden throws three hadoukens in a row

- v. Warden ground pounds to get player to jump, and then when they jump immediately shoots a hadouken at them
- vi. Others as needed and we think of them

AI - Warden Abilities (Listed in order of priority)

Warden Ultrashield



Description: Alien Wardens are surrounded by a high-inpenetrable Force Field. This Ultrashield is normally invisible, but when hit, becomes briefly visible in the area struck (a la Alien Force Fields from *Independence Day* or [HALO](#)), though translucent, so the Warden can still be seen. As long as the shield is damaged, it should remain slightly visible. The shield regenerates its power level slowly over time. Regardless of the type of damage that hits the shield or the current shield strength, it blocks all damage to the Warden so long as it is up.

However, the shield can only absorb so much damage before dropping for a short time. As the shield absorbs more and more damage, it gives a visual indication that it is getting closer to collapsing (different color when hit or flickering). 'Alien' weapons should have a multiplier to the damage they do to the shield, to collapse it more quickly.

The shield should give a very noticeable indication when it collapses. Once the shield drops, the Warden is briefly stunned, allowing the player the chance to start a button-mash QTE on him. The shield should still 'flicker' or give some indication as to why the warden is still not vulnerable to normal damage, even while the warden himself is in a 'ready for beatdown' state.

Each time the Ultrashield drops, it stays down for a second or two longer. The first delay should be so short as to make it virtually impossible to complete the button-mash QTE in time to defeat the agent (two seconds or so). After the third dropping of the Ultrashield, it should be only moderately difficult to beat the QTE/hit the damage threshold. After four or five droppings, it should be almost guaranteed.

Situations When Used: Always

Situations Where Prohibited: Never

Player Counter: No specific counter, though alien weapons cause the Ultrashield to drop more quickly.

Vehicle Beatdowns

Description: Wardens do not use vehicles, and we wish to encourage the player to fight them on foot. To do this, Wardens need a method of disabling/destroying player vehicles.

The Vehicle Beatdown is a maneuver a warden can use in place of the existing 'Pull you out of the vehicle' behavior in place for enemies. If the player has been in a vehicle for more than a few seconds, and is within a tweakable leap distance from the warden, the warden performs a leaping animation to the player's vehicle. The warden should be capable of this regardless of whether or not the vehicle is in motion, and the warden does not 'miss'.

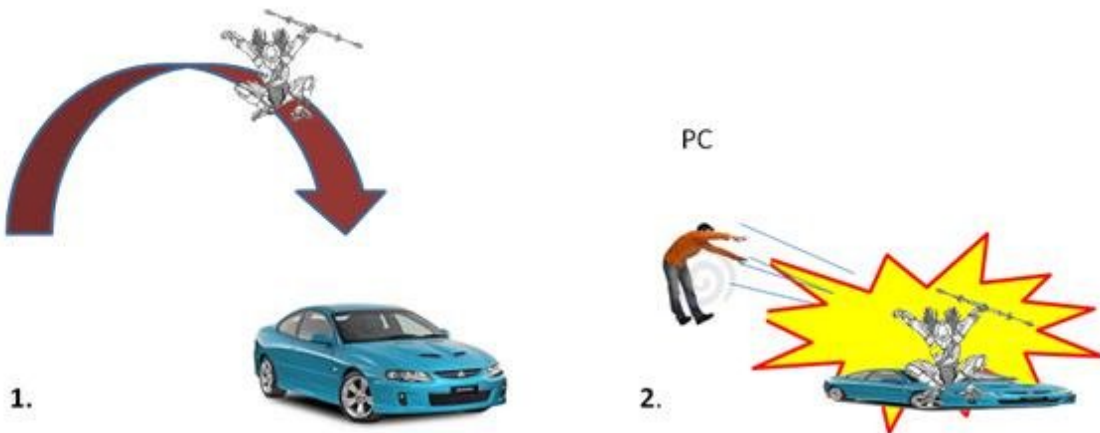
If the vehicle is a land vehicle, the Warden arrives with an melee smash animation that crushes the vehicle like a tank would, and immediately ejects the player. Boats, aircraft, and other non-deformable vehicles should be instantly destroyed and eject the player. Two things should be kept in mind with this attack:

1. The player should not take damage from the exploding vehicle... this attack is meant simply to deny the player the use of their vehicle, not kill them.
2. We will need to communicate through timing and animation what has just happened, either by the warden jumping onto the vehicle briefly in the case of air vehicles, or pulling themselves out of the wreck in ground vehicles, so the player clearly knows what destroyed their ride, possibly used a synched anim and custom camera to make the event more cinematic

Situations When Used: When the player is within a tweakable range of the warden and has been in a vehicle for several seconds.

Situations Where Prohibited: Indoors (Parking Garages, etc) where a leap might not be possible ... in these instances, the warden should teleport to the interaction point and pull the player out of their vehicle.

Player Counter: No specific counter, save leaving the vehicle or getting out of range of the warden's attack.



Suit Laser

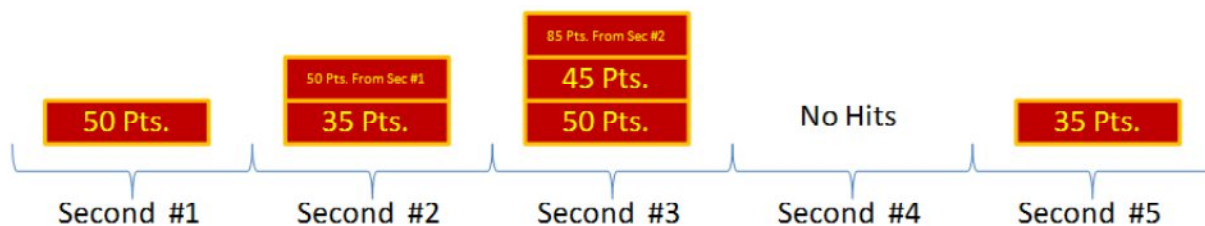


Description: This ability of the warden doesn't 'bend' the rules of the Saintrix, and are available to defend itself even if other powers are somehow suppressed.

The Agents have a laser blaster mounted somewhere on their suit that fires a blast of incapacitating energy. If this blast hits the player, it stuns them for a short time and does a small amount of damage.

The laser works something like a suit-mounted gatling gun, firing at a very high rate of speed and in a reasonable spread, hosing down a reasonable-sized area. The laser will be tuned to work this way so that it is useful for damaging players who are attempting to be very mobile.

One option I would like to explore with the suit laser is the ability to do increasing damage with successive hits ... something like where with each hit of the laser, it does base damage plus all damage done in the previous second (including previous bonus damage). This would give the laser a de-facto suppression effect, as just standing there and sucking up the damage would quickly become untenable. This, additionally, will give the player a good reason to use their Telekinetic Shield superpower against wardens.



Hypothetical Suit Laser Damage Stack Example

Situations When Used: Used occasionally when in range and with line of fire, or when the player is being highly-mobile..

Situations Where Prohibited: None, though used less frequently when the Warden has other powers available.

Player Counter: Suit Ability, no specific counter other than diving out of the way of the laser, finding cover, or using the Telekinetic Shield.

Telekinetic Throw



Description: Using their telekinesis, the Warden levitates a mover near him and then rapidly accelerates it at the player, functioning effectively just like the existing Brute Toss from SR3, but with a telekinetic grab and throw rather than a physical one. The warden would be able to grab any mover within a moderate radius of them and levitate it without having to actually physically be next to it, then be able to throw it for a much further distance.

Dodging the object is always possible, as it is with the brute toss, but a better reward (and super counter) should be possible by allowing the player to 'catch' a thrown object with their own telekinesis, and then toss it back at the Warden.



Warden Lifts Nearby Object



Warden Throws Object at Player

Situations When Used: When Warden is beyond melee range, has the Ultrashield up, and when movers are available to throw.

Situations Where Prohibited: When the Ultrashield is down, or when no movers are present.

Player Counter: We should offer the player a brief window to use their own telekinesis to 'catch' an item and then project it in a different direction. Suggested flow would be ...

1. Warden throws object
2. If player has reticle on object and hits and holds whatever button activates their own TK, they stop the object in mid-throw and hold it there.
3. The player can then hold the object and aim it by turning for as long as they hold their TK button
4. On release, the object is thrown back in the direction of the player's reticle.

High-Knockback Super Melee



Description: Both Wardens and (eventually) the player can manipulate The Saintrix to enhance their strength. This translates to melee attacks that literally send the target flying, or at very least sliding back along the ground. Rather than spend time on a difficult-to-implement melee-and-counter system, it has been decided that Wardens will simply perform melee attacks that do large amounts of Knockback, much like the SR3 Luchadore Grenadier. There is no specific counter to these melee attacks. One will simply need to dodge out of the way or land their own melee attack first.

Player Recovery After Knockback:

If the player fails to dodge a Warden's agent's melee attack, they take substantial damage and go flying. However, we should consider giving them a button-spamming QTE to 'recover' that begins when they're knocked back. If they succeed at spamming enough times within the requisite window, they can land on their feet and avoid any falling/collision damage from hitting the ground.

Situations When Used: Whenever the Warden and Player are in Melee Range and the Warden's Ultrashield is up.

Situations Where Prohibited: Beyond Melee Range or when the Ultrashield is down

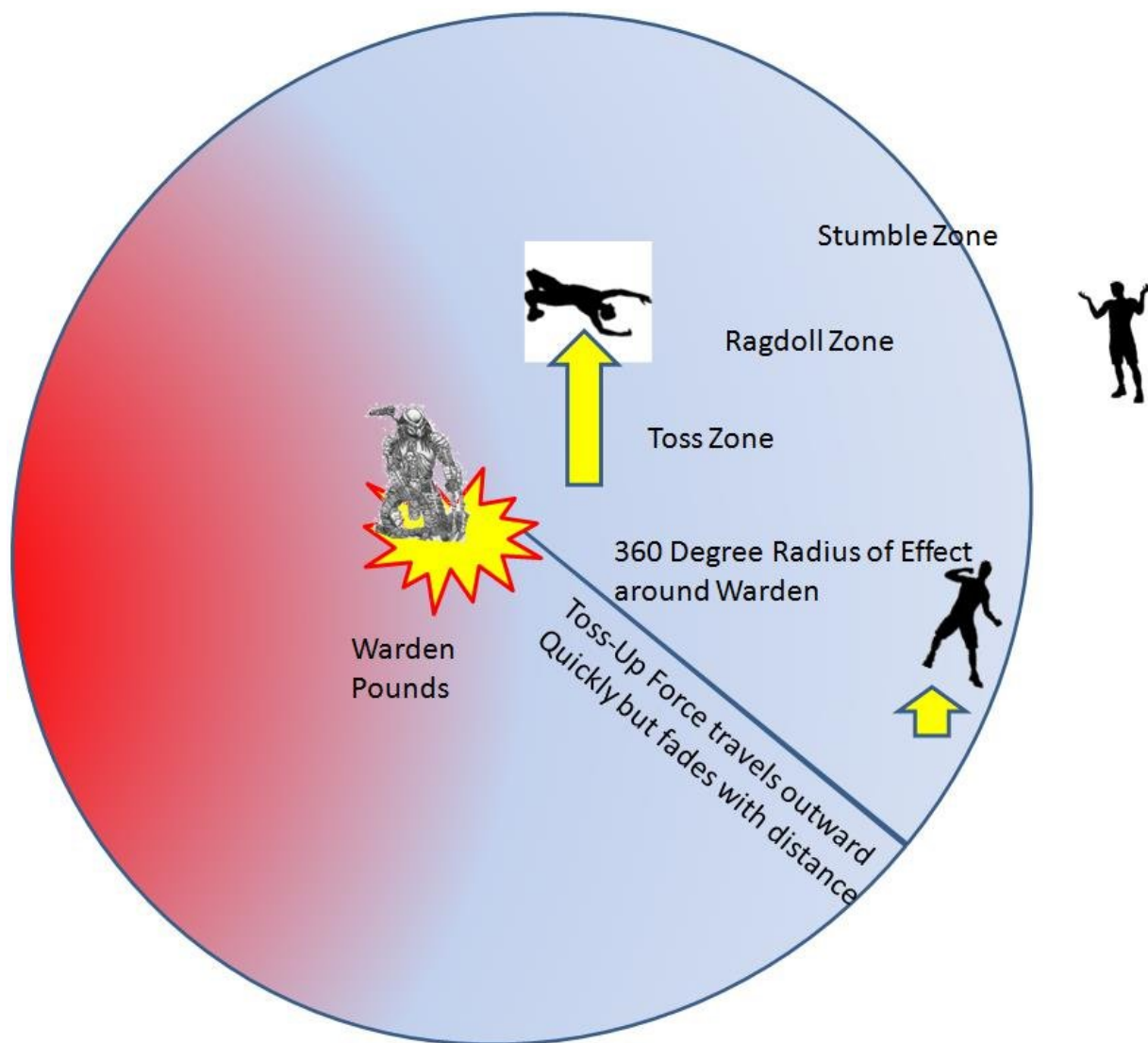
Player Counter: Players may dodge or launch an attack first to disrupt.

Ground Pound Smash (Melee)



Description: Using super strength, the Warden does a two-fisted overhand smash onto the ground in front of them. The area around the Warden is hit with an explosion. Any person or mover caught in this area has a force applied to toss them upward, the closer to the agent the person/mover is, the greater the force. Near the agent, the force is enough to knock a car several feet up. Near the outer edge of the effect, the force merely causes a stumble, with no toss-up.

Note that the force tosses UP, not outward like an explosion. This attack has been modified to essentially be a more-powerful version of the player's stomp attack. Movers are affected by this attack, but characters in the air when the attack happens are not.



Situations When Used: Whenever the player is at mid-range or less, with a preference toward using it when the Warden can catch multiple targets (co-op players, player w/ homies) in the area of effect

Situations Where Prohibited: When the Ultrashield is down or the player is at long range.

Player Counter: The counter to this is to not be on the ground when the shockwave passes. Super leaping can accomplish this, or just a very-fortuitously-timed regular leap.

Ground Pound Smash (Jump)



Description: The warden leaps into the air to close distance with the target, and when they land, a shockwave emanates in all directions, tossing enemies and movers up and back. The effect is similar to the listed effect above (Ground Pound Smash - Melee) save for the following differences:

1. It tosses enemies a little backward, as well as up (about 2/3 up, 1/3 back to the force applied). We could probably just use a regular explosion for this
2. It has a slightly-smaller radius than the stomp smash (about 2/3 as much)

All other effects are identical ... the force tossing nearby enemies but diminishing to the point where it is no longer sufficient to ragdoll them, whereupon it forces them to play a stumble, instead, out to the outer radius.

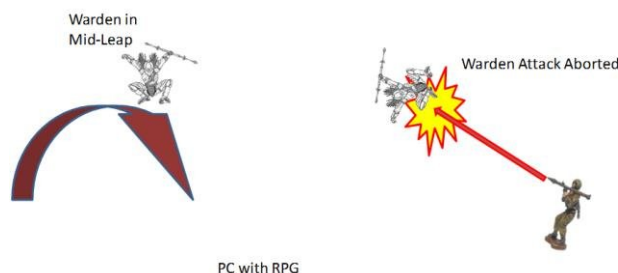
Situations When Used: When the warden wants to close distance on an enemy, especially if multiple enemies are present and grouped.

Situations Where Prohibited: In areas with low ceilings/clearances, when the agent is already at close range, or when the Ultrashield is down.

Player Counter: The player can, of course, counter by being in the air when the warden lands. However, the warden is also very vulnerable while leaping. If the player can do one of the following:

1. Land a well-timed melee attack on the agent or ...
2. Land any ranged/explosive attack that does above a certain damage threshold

... then the warden will be ragdolled and his jump attack aborted. The intent here is that if the player can time a melee attack right OR hit the agent with any type of non-trivial (i.e. bullet/gun) ranged attack mid-leap, they stop the attack and gain a momentary advantage. We should 'lock the player out' of melee attacks if they hit a melee counter before the warden is within melee range, to avoid simply button-spamming to counter.



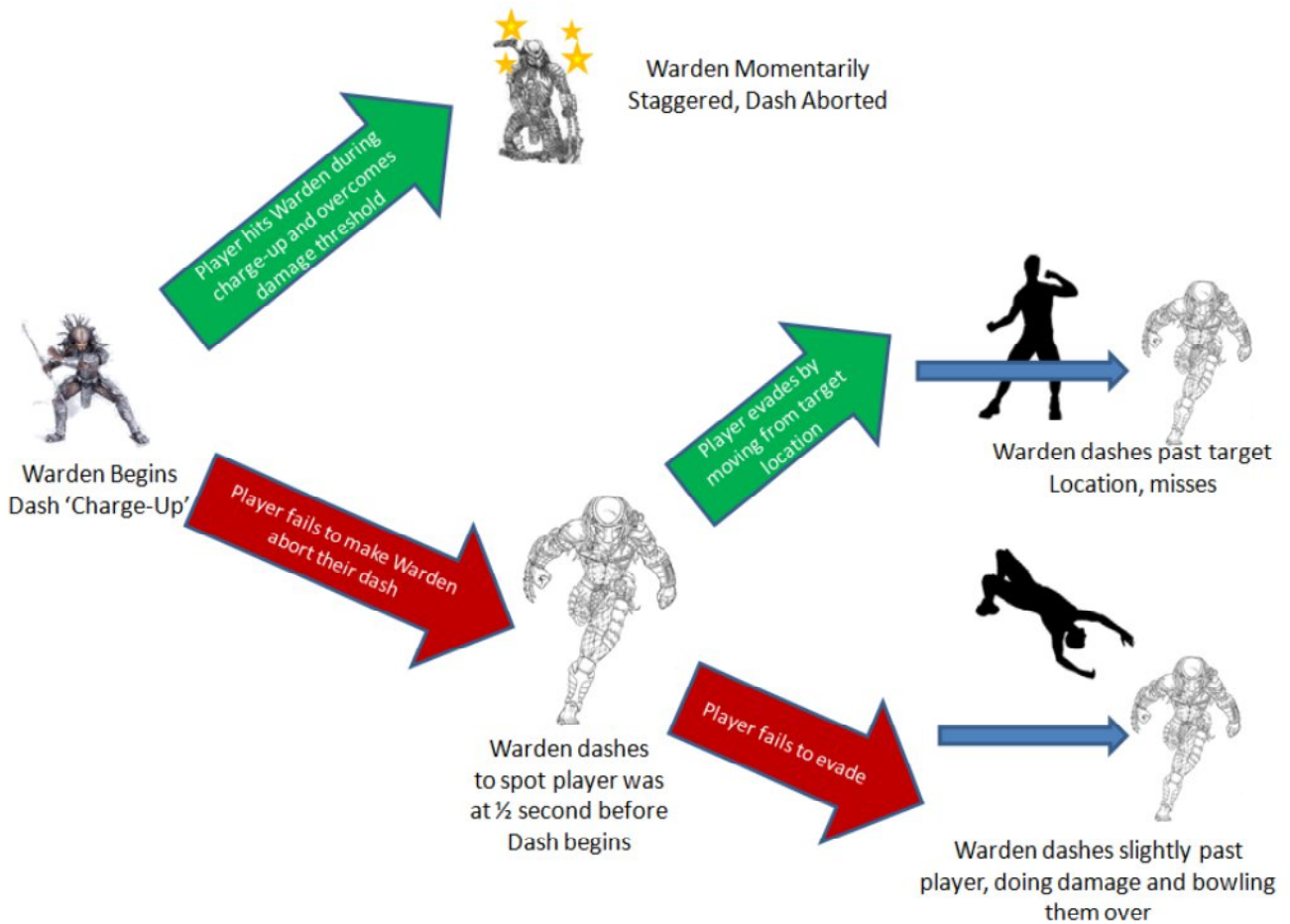
Super –Sprint Rush Attack



Description: The warden uses its super-speed to charge the hero, doing melee damage and bowling a single target over. This attack is used whenever the warden is at a middle distance and wants to close to melee range.

Once the warden begins to rush, the player cannot defuse this attack. The warden's rush is almost as fast as the rollerblader dashes from SR3. Because this attack has the potential to be frustrating for the player, we will require a clear 'tell' that the agent is about to do their rush ... a 'wind-up' animation, maybe a flash of energy, giving the player a second or two to get out of the way of damage the warden. If a certain damage threshold to the agent or their ultrashield is reached during this 'wind-up' phase, the agent is momentarily staggered and aborts their attack.

The warden's rush -should- be evadable, but it should be difficult. Perhaps pick the warden's target location a half-second before the actual rush begins (i.e. right before the end of the "wind-up", and the agent then rushes to that location, doing melee damage and bowling the player over if they are still there, otherwise missing.



Situations When Used: When warden is at medium range and wishes to close to melee range

Situations Where Prohibited: When agent is at close range or less, or when Ultrashield is down

Player Counter: Abort the attack during charge up, or evade after the dash begins, as detailed above.

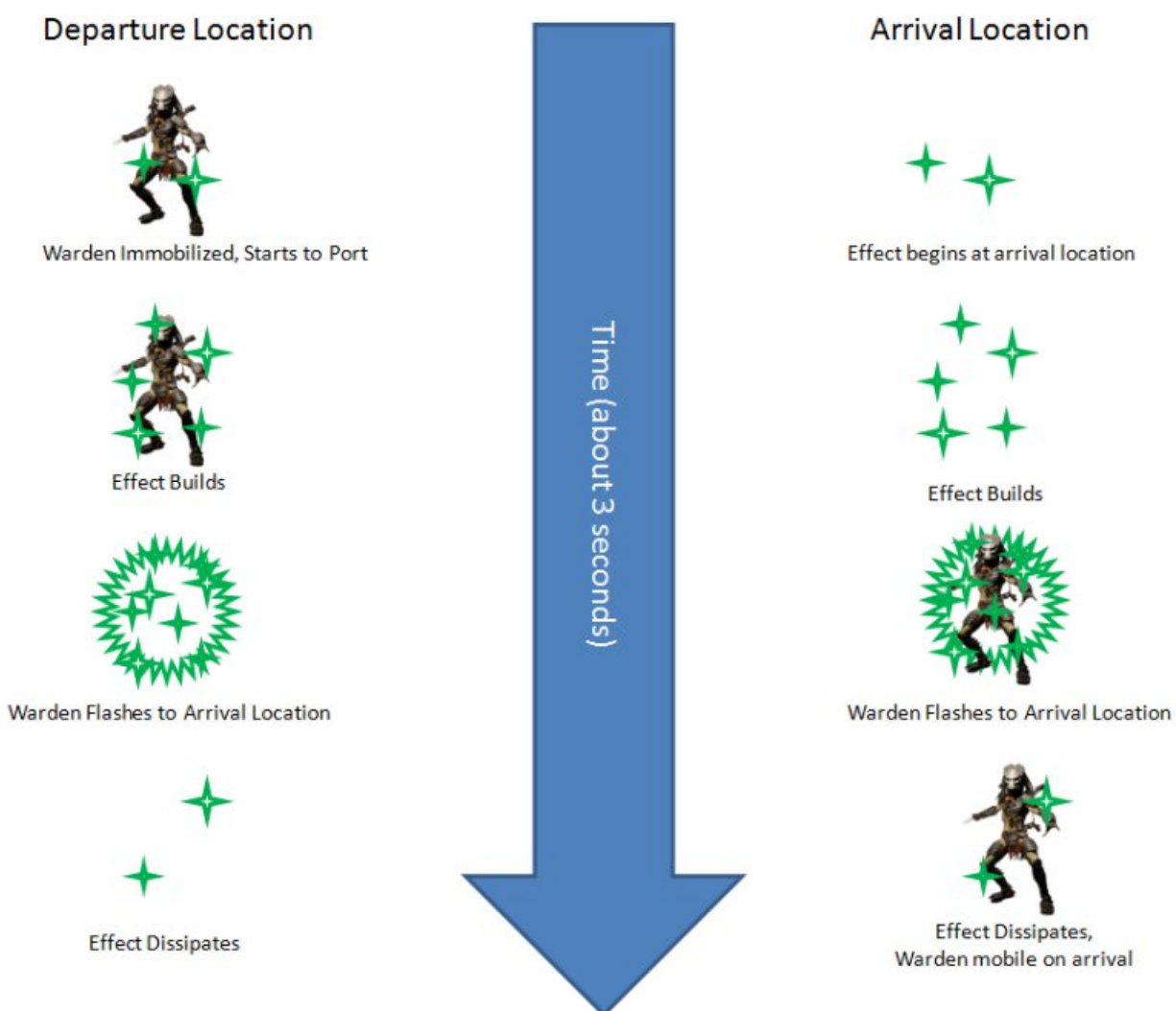
Teleportation



Description: Wardens have the ability to teleport to move around the battlefield. This should be used occasionally if the warden wants to close distance on the player, to add variety to their movement, but

largely we will want to use it as a utility ability when the warden needs to get to an otherwise hard-to-reach location or when they are in pursuit of the player. Examples would be getting to a player who has leaped to a rooftop (and the warden doesn't leap themselves), or to a player that is hiding out in an enclosed area like a store interior, shipping crate, etc.

While the teleport cannot be interrupted, it has a very significant 'tell' that it is coming on both ends. The warden stops moving and initiates teleport. At this point they are immobile for a couple of seconds while a teleport builds around them. Simultaneously, a teleport effect builds around the empty location they are teleporting to. After two seconds of immobility and effect building, the Warden suddenly appears at the new location, is able to move/fight upon arrival, and the effect quickly dissipates from both locations. By doing it this way, we allow the Warden to quickly get around the battlefield while still clearly telegraphing that he is about to move and where he is going.



Situations When Used: On rare occasions simply as in-combat movement, when a large amount of distance needs to be covered. More commonly, used to pursue the player to locations when regular

pathfinding or even super-movement would be time-consuming for the AI, or to follow the player into an enclosed/defensible space.

Situations Where Prohibited: When Ultrashield is down

Player Counter: No counter needed, though while the agent is immobile and porting, it's a good chance for doing some damage to his shield.

AI - Wardens - Damage and Defeat

Wardens do not take damage in the usual way, at least not permanently. They take damage in two ways ...

1. Temporary damage to the Ultrashield, that causes the shield to collapse. It resets again at full strength after several seconds of 'down time' in which the warden is a stunned and de-powered state.
2. Temporary damage to the Warden, which can only be caused when the Ultrashield is down. If the Agent runs out of hit-points while the Ultrashield is down, they are also defeated.

The current state of the ultrashield needs to be indicated somehow, though shield color (gradually changing from blue or green to red, or somesuch), or flickering, or some combination so that the player has a good, clear indication of what state it is when it's struck. Additionally, there needs to be an indication when the warden is in a DBNO state to indicate that the shield is still nominally 'up', so the player knows weapons still will not work and that a beatdown is required.

When the Ultrashield is down, the only way to defeat a Warden is to complete a full 'beat-down' QTE sequence. This means landing a certain number of button-spam QTE hits on the Warden (Initiated by pressing the interact button when near the agent, like Brute finishers from SR3) before the shield comes back. If the player succeeds, the Warden is defeated. If the player does not, then the shield comes back up, the agent undergoes some sort of 'Repowering anim that throws the player back and out of the QTE. The Warden then recovers all 'Hit Points', so that that the player needs to do the same amount next time the shield is down to defeat the agent, with one difference ...

... each time the Ultrashield drops, it stays down a bit longer, making doing the required damage OR completing the QTE easier.

Even though no 'permanent' hit points are being lost, each time the Ultrashield drops we should add some sort of VFX to the Warden to indicate the Warden is 'glitching', and this effect should become heavier each time the shield goes down, up to a point.



Finally, if a Warden is defeated, the effect should be very dramatic ... something of a combination between a reactor explosion and 'The Quickening' from highlander movies. We may even want to consider a QTE finisher and special cameras for cinematic effect, not unlike the Brute finishers from SR3. Once a warden loses their last hit points, or the Beatdown QTE is completed, they are incapacitated and begin glowing, shedding energy and data at a tremendous rate. This energy whirls out like a storm and flows to the player, who can glow himself as he absorbs the warden's essence. We may want to apply a wind-like force (to which the player and agent are immune) that blows movers from the direction of the agent toward the player, to sell the effect that the player is sucking up a gale of energy.





AI - Wardens - Player Power Increase From Wardens/Effects of Defeating Wardens

When the above effect finishes, no trace of the warden remains. The player has absorbed its essence. This absorption has the following effects:

1. Player receives a very large respect bonus
2. Notoriety is decreased to 0
3. The player's health and sprint meters are instantly restored to full
4. In the case of defeating a Master Warden, the player unlocks a new radial superpower (and the respect bonus, above, is larger)
5. All alien weapons in the player's possession with charges/cooldowns are fully replenished.
6. Notoriety system (disabled upon warden arrival) resumes

AI - Wardens - Co-op

The following is a list of concerns that need to be considered for wardens in co-op play situations:

- Because we wish to limit Warden interaction with any Ambient or Allied AI, we should consider getting AI that is fighting the co-op player to not pursue them when a Warden attacks Player 1, otherwise the co-op player could lead AI into the scene of an agent fight when if he joins up with Player #1, a situation we would like to avoid.
- Likewise, to maximize Warden impact and minimize the above problem, we should consider giving Wardens a stronger ultrashield when facing two co-op players. We want the wardens to still be scary and a challenge to beat, even when outnumbered, and having two agents fighting side-by-side should be something reserved for a special situation, if we even want to have it at all.
- In situations where agents fight 1v2, we should limit the wardens' frequency of switching targets. Given that the warden abilities take a good long while to activate, we run the risk of diluting their impact too much if they are constantly switching between players.

- When a warden is killed, power awards should go to both players, but the health buff and respect award should only be given to any player in the warden's immediate vicinity, though each player in the vicinity gets an equal reward, regardless of who 'finished' the warden. This means we'll want to have the warden 'power drain' effect flow from the warden to any player in the vicinity, as well.
- The warden notoriety-disabling effect can span across both players, even if only one is in the vicinity of/fighting the warden.

Alien Expansion Plan

In order to vary the alien threat and provide for a fresh and interesting combat experience across the breadth of the game, the decision has been made to expand the alien faction. This should be an increase not only in the variety and weapons of aliens seen, but also a broadening of their abilities and behaviors exhibited in combat, as well as their arrival methods and support systems (such as vehicles). The goal is threefold:

1. Give the aliens more visual variety/distinctiveness
2. Require differing responses (weapons vs. powers vs. movement) from the player based on attacker type
3. Expose the player to a variety of effects beyond simple 'damage' when they fail to avoid alien attacks

The following represent a pulling-together of various ideas brainstormed over the past few weeks, and seek to fulfill the above goals:

New Enemy Types:

- a. CIDs
- b. Terminators
- c. Destroyer Turrets

New Vehicle Types:

- a. Trouble Bubbles

New Arrival/Support System:

- a. Teleportals

The following sections list the above ideas in detail, and their potential use in combat:

New Aliens:

CIDs:



Combat Role - Support

Frequency - Common

Vulnerable to - Telekinesis

Description - The CIDs are the aliens 'monitors', levitating computerized drones that keep tabs on the Dominatrix and serve as the 'eyes and ears' for Zinyak and his wardens. Consequently, they should be present in ambient spawns about Virtual Steelport, keeping an electronic eye on things. We also should consider making CID monitors the NPC widget that players can chase down and catch for a non-combat way to defuse notoriety.

As sensor drones, the CIDs abilities to engage in direct combat are minimal. They do, however, possess a variety of 'support' abilities that act both as force multipliers for alien troops in the area and as a distraction to player characters. They also can float/fly to pursue characters attempting to get away through leaping or sprinting, though their ability to damage the fleeing player is minimal.

Abilities -

1. **Projected Force Field:** The CIDs can project a Force Field around a nearby ally (possibly nearby allies?) similar to the warden force field, making them immune to any non-superpowered damage. Possible wrinkles include making the field a different color, showing the 'color' of the superpower that will currently effect those protected, all others bouncing. While the protected targets are invulnerable, the CID itself is not, thus the preferred method to defeat this alien tactic is to

retarget on the CID when it begins protecting allies and take it down. The FX would need to clearly indicate when a CID is protecting someone, and who, so players know what to attack. If Terminators (see below) are on the battlefield, these should be a CIDs preferred target for protection purposes.

2. **Revive Beam:** The CID is able to periodically revive downed allies with a Revivo Beam, putting them back into the fight at full health. Suggested functionality is that the CID hovers over a revivable target, projects a beam or cone of light down onto them, and the target does a 'warden-get-up' style float-up revive.
3. **Bob and Weave:** In combat, the CIDs should levitate up and down, left and right erratically, making them difficult to hit. They take very little damage to destroy, however, so just one or two hits takes them down. Additionally, this 'Bob and Weave' behavior should not apply to attempts to 'grab' a CID with TK, making a quick TK grab and throw the preferred way to take a CID out.
4. **PewPew Laser:** A small laser bolt (about as powerful as a pistol) gives the CIDs a small amount of direct defense/damage ability if deprived of allies.

"Master" CIDs:



Combat Role - None (See Below)

Frequency - Common

Vulnerable to - Nothing, until caught (See Below)

Description - The 'Master' CIDs serve a unique role in the game. They don't fight at all, but instead serve as a pursuit target, a 'catchable widget' that, when apprehended by the player, resets all current notoriety and prevents it from recurring.

The Master CIDs act as mobile command and communications relays, vectoring alien forces toward the player. As such, they appear nearby (within a block or so of the player) whenever notoriety reaches a certain level. (Say, Level 3). In terms of game fiction, it is essentially because of them that the aliens are able to locate the player at all, and thus the Master CIDs are extremely important foes. They remain out of a battle, but if they are destroyed, the aliens' ability to bring in new forces is crippled for a time.

Because of this important role, and the major reward for taking a Master CID out of action, these CIDs need to look very different from the standard CID, as well as 'more important'. They should be a different, 'more important' color, perhaps golden, with different colored lights and perhaps large antennae or communications relays attached, to indicate their important status as 'command and control' units.

When the player gets near (within 25 meters or so) of a Master CID, it immediately seeks to elude the player, flying off at a high speed that is only a little slower than the player's top super-sprint/super-jump speed. The Master CID has no combat capability, but it should be a challenge to 'catch'. Shooting it should not be an option due to its evasiveness, shielding ability, or both (see below). Catching the CID is accomplished by getting to within a very close radius of it, melee range or about 2-3m. When this happens, the player can perform a contextual ('Press Y') action and enter into a synched animation in which the player disables/destroys the master CID (pulls out its circuitry/super curbstomps it/fries its brains with an energy blast etc). This action will immediately reduce notoriety to no more than 1, possibly clear it entirely... see notoriety specs currently in progress for details).

The goal is to give the player an engaging but non-combat way to disable notoriety, in this case, through a chase sequence.

Abilities -

1. **No Combat Abilities:** Unlike other CIDs, The Master CID has no offensive or support abilities. It is a pure command and control unit, whose purpose is to provide an alternate means of disabling notoriety.
2. **Ultra Shield:** The Master CID cannot shield allies like a normal CID, but it IS shielded itself, by an Ultrashield similar to the Wardens'. This shield prevents it from taking damage from ranged weapons, and makes it immune to TK. Because the Warden-type shield goes down only when the target stumbles or is ragdolled, and a CID CANNOT be ragdolled/stunned, this means the Master CID is essentially immune to all of the players' weapons and powers, requiring the player to get into melee range to 'disable' it as the only option for defeating a Master Cid.
3. **Evade Behavior:** When approached by a hostile entity, Master CIDs fly off at high speed, attempting to avoid being 'caught'. They should intersperse high-speed runs away from the player with sudden, quick shifts in direction. They also bob, weave and move about erratically, making them extremely hard to 'target'.

Terminators:



Combat Role - Assault/Damage

Frequency - Uncommon

Vulnerable to - Melee Damage

Description - The Terminators (yes, we need a different name) are humanoid assault robots that the aliens use to lay down the damage in battle. They are not especially mobile, but they can both dish out and receive large amounts of punishment. They serve the role of (and replace) the alien Heavy Weapons Specialists. They arrive in ones and twos during notoriety and anchor an alien assault wave, effectively serving as mini-bosses (much like the specialists in SR the Third). They move relatively slowly but inexorably across the battlefield, shrugging off much damage.

The Terminators are slightly larger than human-sized, come equipped with a Heavy-Weapon ability (Plasma Launcher, Mine Gun, or Laser Minigun) built into their mechanical bodies. While very resistant to damage (they have no head shot multiplier and lots of hit points), they also have a special ability that makes them very dangerous even once they have been defeated. (See Self-Destruct Rush, Below)

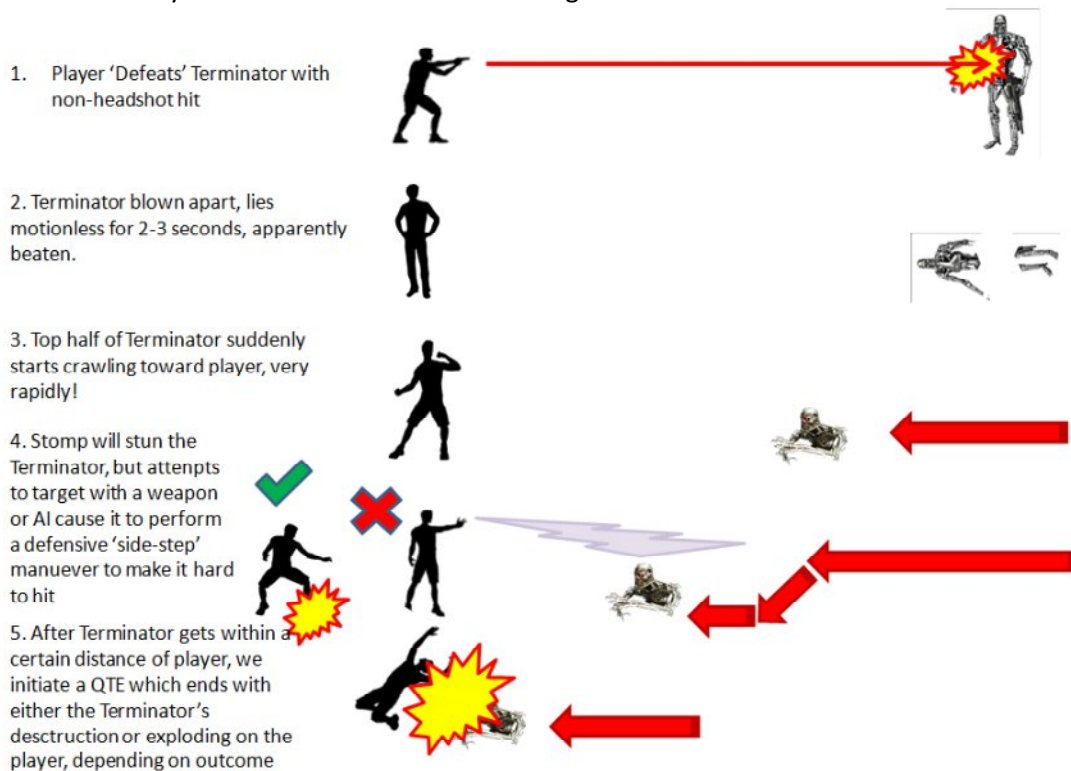
Abilities -

Gun Arm: The Terminator bots have either a Laser Minigun, a Plasma Launcher, or a Minefield Gun mounted to their bodies, and should adopt the appropriate AI behavior for each as if armed with the actual weapon of that type. This means we will have to change these weapons from Temp Pickups to available in the stores or as rewards (if not done already) so that the player may have access to them.

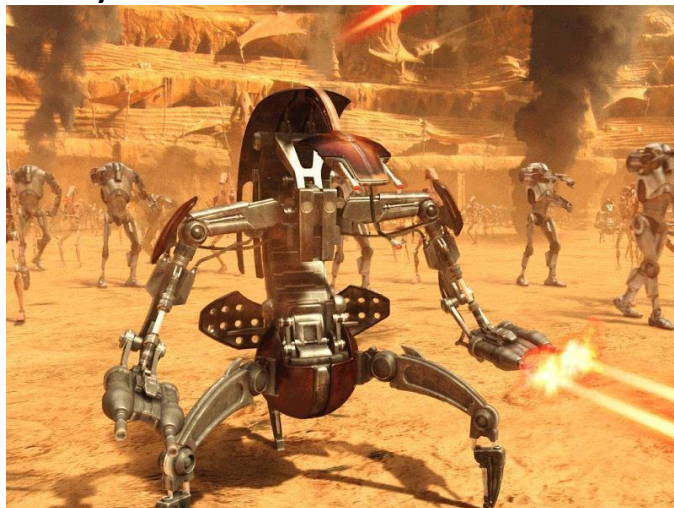
Self-Destruct Rush: If defeated via a shot to the head, the Terminator's head blows off and they are instantly defeated. However, and shot to the body does the following:

1. The Terminator's body blows in half and it collapses
2. A moment or two passes
3. The top half then revives and begins pulling itself toward the entity that 'killed it', arm-over-arm, at high speed. When it gets to within a short distance of the target, it grabs hold of them, initiating a QTE sequence which, if the player wins they can 'get loose of' and destroy the Terminator, but if they fail, it explodes in a rocket-launcher size/strength explosion.

- i. I want to avoid the QTE as we get into issues with the Camera, and these guys attack from different angles, etc.
 1. I think we just give the player a Melee kick that Boots them into the air away from him, and then they blow up - Similar to Shadow Complex\
 - a. By not being a QTE, it never takes the control from the player and locks him in place
 - b. Kicking an exploding bomb away also give a chance for some emergent gameplay...Kicking these guys into a crowd of other enemies, etc
 4. When in this 'kamikaze state', the Terminator can be killed if sufficient damage is done to them, however, this should be quite hard to do. They -can- still be temporarily stunned by Super Stomp, in this state, however, and this should allow the target sufficient time to permanently 'kill' the terminator.
 5. If a certain amount of time passes (5 seconds or so), the Terminator auto-detonates, even if it hasn't yet been able to close with its target.



Destroyer Robot:



Combat Role - Pursuit/Damage

Frequency - Rare

Vulnerable to - High Mobility

Description - Think of the Destroyers as the Droidekas from the Star Wars prequels ... they are powerful enemies who come rolling (or some other interesting arrival) into battle and set themselves up as immobile turrets that can then take an immense amount of punishment while dishing out a large amount of damage. Moreover, if the player decides to pick up and leave, the Destroyer Turret can transform back into a rolling form and pursue, much like a vehicle.

In essence, think of the Destroyer Robot as a substitute for the Alien Tank ... a large, tough target that can dish out an occasional devastating attack ... but the turret is simultaneously both more and less mobile ... more mobile out of combat, less mobile (in fact, immobile) within it.

Destroyer Robots are invulnerable to Stomp and TK, though they can be temporarily disabled by a Freeze Blast. They also are nearly invulnerable (maybe 90% damage reduction) when attacked from the front, but they do have a weak spot on their back

How do we sell this 90% frontal damage reduction to the player? Should they look like big armored targets from the front but have a big blinking red area on their back?

Abilities -

1. **Transform!:** The Destroyer Robot can take a couple of seconds to change from a tough, immobile 'Turret' form to a highly-mobile (but non-attacking) travel form, for both arrival and pursuit.
2. **Rotating Weak Spot:** While the Destroyer Robot is affected by all attacks, super and non-super alike, it has an immense number of hit points. Moreover, it takes reduced damage from any attack that hits the 'front' of its turret or any part of its 'base'. The rear of its upper, 'turret' section, however, takes normal damage from attacks, and we should call this out with a

glowy/vulnerable-looking part of the model. Since the turret is always trying to turn to face the player, this means the vulnerable point is always moving to face -away- from the player, requiring a player to remain mobile to both get and stay behind the destroyer in order to defeat it.

1. We may want to consider a retaliation style attack for the enemy if the player gets behind it but doesn't hit the glowing spot or maybe if the player does hit the glowing spot. Either way there should be some danger to getting behind it as you have the chance of still being attacked by a heavy attack if you don't act fast enough.
3. **Ripper Gun:** The DestroyerRobot fires a very rapid-fire stream of energy projectiles that do high damage (and possibly have a small explosive effect with a stumble (yay stumbles) attached). The only limitation to this powerful weapon is that the Destroyer's turret turns relatively slowly, so it will be possible for a swift-footed player to 'run and gun', always remaining behind the turret's field of fire, picking the Destroyer Turret apart.

New Vehicles:

Trouble Bubbles:



Combat Role - Aerial Skirmish/Pursuit

Frequency - Uncommon

Vulnerable to - Freeze Blast

Description - The Trouble Bubbles are small, one-man flying vehicles, similar to hover bikes, that move using attack chopper AI. Unlike attack choppers, however, they may appear in multiples via notoriety, and far more maneuverable. While they are not particularly powerful (maybe equaling two or three grunts in threat level), and have no special defenses, they provide the Zin with an important capability of pursuing and maintaining contact with a player who has chosen to flee the area or take the battle to the rooftops.

Like most flying vehicles, the Trouble Bubbles are vulnerable to the player's freeze blast, as a single shot causes the vehicle to freeze and fall out of the sky like a stone.

Abilities -

1. **Flight:** Clearly the Trouble Bubbles' most important ability, it allows them to use attack helicopter AI to pursue and harrass the player. Technical considerations we'll have to look at to make the TBs function as we'd like...
 1. How do we get them quickly to the fight? Currently, attack choppers spawn way off at the edge of the map and spend a significant amount of time 'Flying in'
 2. How will the Attack Chopper AI handle having multiple 'Helicopters' flying around? Will they tend to collide with each other a lot?
 3. Is it even worth considering how to get these vehicles below the level of the building roofs, or is it to be assumed they will be limited to rooftop height or above because they use attack chopper-style height map navigation?
2. **Laser Cannon:** A high-powered, automatic laser gun, it essentially is a single-barreled version of the UFO laser, and allows the TBs to represent a threat, albeit not a dire one, to the player.

New Systems:

Teleportals:



Combat Role - Troop Delivery/Support

Frequency - Common

Vulnerable to - Freeze Blast

Description - Because the player will, once getting superpowers, be highly mobile, the aliens need to adapt and be able to -very- quickly place new forces not only where the player is, but also in front of him where possible (like onto the rooftops the player is leaping toward. The teleportals (formerly 'drop pods') are their method for doing this.

The teleportal initiates as a beam of light from the sky that hits a location on the ground. At this location, a stargate-type effect comes into being and after no more than a couple of seconds, the area acts as a spawn closet, allowing all manner of alien forces to rapidly emerge.

The teleportal can be projected down onto almost any large, flat space (street, park, rooftop), and should be placed intelligently near the player's location or, in the case where a player is moving quickly, then in the direction they are travelling to attempt to 'intercept' them with new forces.

While the aliens should only ever spawn one Teleportal at a time near the player, if the player decamps leaving one portal behind the aliens should be able to spawn another near the player, even if the first is still active.

Teleportals are highly resistant to most damage and super abilities. Freeze blast, however, shuts down their spawning activity for a period of time, and does a large amount of damage to them, such that 2 or 3 successive freeze blasts can dismiss a teleportal (and prevent the aliens from spawning a new one in the same location for 10-15 seconds or so).

Abilities -

1. **Warp In Aliens:** The teleportal acts as a one-way 'gateway' by which aliens are brought to the battlefield. Once up and running, the teleportal acts as a spawn closet through which several types of aliens can appear. It should be large enough to allow 2 or 3 aliens to come through at once (or in very quick succession). It is open for discussion as to whether the portal should act like a 'doorway' with a front and back, and aliens coming out in only one orientation, or more like a 'hole' from which they can emerge facing any direction. Likely, aliens 'coming through the portal' will have to have some sort of FX played on them to cover their 'popping in'.
2. **Health Regeneration:** Teleportals should always spawn with a health indicator, and recover health over time such that a concentrated assault by the player should be required to 'close one down'. Given the likelihood that they'll be in the middle of combat (and be very large), we should not just have them simply exploding due to getting hit all of the time by stray shots and explosions. We want the player to have to commit to staying around and taking one out if that's what they decide to do.
3. **Reward for Killing a Teleportal:** We should consider having the teleportals count toward an achievement and dropping some other reward (or recharging all of the players' health and superpowers when destroyed, like a warden) to encourage players to remain in their vicinity and engage in combat, instead of simply disengaging and running away.

Roll-In of New Aliens:

It may be desirable, to keep the aliens feeling fresh throughout the game as well as adaptive to the changing situation, to not have all alien types appear at the beginning of the game, but to instead roll-in new aliens and abilities over the course of the game, preferably at key points where the player 'ups his game' and the aliens adjust to keep pace. Some thoughts to this would be...

- Teleportals and Trouble Bubbles: Roll-in after player gets supermovement
- Destroyer Turrets: Roll-in after player gets all superpowers
- Suppression grenades: Roll-in late in the game as story warrants
- Alien Mech Suit: Roll-in (Mission Only) late in the game when the player begins building the mech suit.

Camera

With very few exceptions, cameras in *Saints Row 4* will be based on *Saints Row: The Third's* camera system. For details, please refer to the *Saints Row: The Third's* GDD.

Collectibles

Saints Row 4 will feature a variety of collectibles, just as SR3 did. Whereas SR3 collectibles merely provided money, however, the *Saints Row 4* collectibles will each offer a different reward (in addition to providing progress toward an achievement/challenge award for collecting all instances of that type. The current plan for collectibles is:

1. **Super Clusters** – large, high value variants that are guarded or harder to physically reach
2. **Falling Clusters** – clusters that fall from the sky like a meteor, exploding on contact for the player to find them all. Also attracts enemies to this location.
3. **Super Speed Collectibles** – The player can only see these when traveling at certain speeds
4. **Super Leap Collectibles** – The player can only access these by increasing their super jump ability
5. **Super Stomp Collectibles** – The player must use the super power to break open areas to reach these collectibles (think bombs in Zelda games)
6. **Freeze Collectibles** – The player must use freeze to weaken the object holding these, then they must break it to get the collectible
7. **Telekinesis Collectibles** – The player must use their TK ability to gain access to the collectible
8. **Nuke Collectibles** – Similar to freeze, the player must use the Nuke ability to gain access to the collectible
9. **Death From Above Collectibles** – The player must jump above certain containers and crash through the vulnerable top portion to gain access to these collectibles
10. **Dash Collectibles** – A series of gates block the collectible that the player must dash through in one shot to gain access to these collectibles

Not only will there be a different reward for collecting certain instances of the collectibles, there will be a different reward for collecting all instances of a certain type of collectible.

It is intended that the number of collectibles in SRTT: ETD exceed the number of collectibles included in SR3. This is driven by the idea that the player will be far more mobile with superpowers than he was with vehicles in SR3, and that a fair amount of open-world gameplay shall be derived from simply leaping/gliding/dashing around and exploring the virtual Steelport. Having a large number of collectibles scattered about will provide a bit of an objective to all the exploration for those players that want one, and also induce other players to explore using their superpowers who otherwise might not.

To this end, the placement of collectibles can (and should) be somewhat more 'loose' than it was in SR3, to reflect the player's greater mobility. Rooftops and other areas that would have been very hard to get to in SR3 will be relatively accessible with superpowers, and thus can now be considered valid collectible locations. We should still strive, however, to not 'hide' the location outright ... a collectible should always be visible from a reasonable distance from at least one angle.

It is desired that we have a great many more collectibles to find for SRTT: ETD than SR3. Because 'Audio Logs' will need to have audio assets for each one (even if many are borrowed from earlier SR audio), there numbers will need to be more limited than the others.

Detection of Collectibles

In SR3, collectibles were made easier to find by placing a large icon over them (and by offering an upgrade that made them appear on the mini-map, making them even easier to locate). We will retain the 'collectible finder' upgrade for those players who want it. Players will also hear audio queues and there will be visual “glitchy” effects to show that a collectible is nearby.

Combat

Saints Row 4's combat system will be based on *Saints Row: The Third's* combat system. The major improvement will be the addition of super-powers and new weapons and vehicles. For details on the combat system, refer to the *Saints Row: The Third* GDD. For details on super-powers and weapons, please refer to their respective sections in this document.

Cribs

The crib system in *Saints Row 4* will be based off of *Saints Row: The Third* with a few changes. Players will have access points that will give the player a direct connection to their ship in the real world. When entering a crib/access point, the player will be warped to their ship. From this ship, the player will have access to the vehicle customization, gang customization, and their weapons cache just like the cribs in *Saints Row: The Third*. Additionally, they will be able to fast travel to any of the access points in the virtual world that they have unlocked.

Difficulty

Difficulty Levels

As with *Saints Row: The Third*, *Saints Row 4* will feature difficulty balancing to give the player greater flexibility in finding a suitable gameplay experience, and to help improve the accessibility of the games. The intent of this is to use global multipliers and modifiers that affect "under the hood" values such as player health, weapon damage, recovery time, etc. rather than rely on unique scripting or support for each difficulty. This will allow development to continue without significant interruption and also allow each player to experience the same story, activity, and gameplay elements properly balanced for their skill.

Difficulty Descriptions

Saints Row 4 will feature three difficulty levels. We will employ the following terminology for each of the difficulty settings:

- Casual: A less difficult mode that gives gamers full excitement
- Normal: A balanced gang war for experienced gamers
- Hardcore: A tougher experience meant to challenge veteran gamers

As the name implies, we will establish the baseline difficulty for the game at Normal. This setting needs to be the focus and will serve as the reference from which the other settings deviate. This will need to be done before play testing with outside users.

Setting Difficulty

Difficulty level in *Saints Row 4* can be set from the start of the game, or during gameplay itself. Depending on when the settings are called, the menu providing the player with these options will behave slightly differently.

Since *Saints Row 4* will not feature achievements tied to game difficulty we allow players to change their difficulty level at any time in order to provide the exact experience that players are looking for.

Dynamic Difficulty

Saints Row 4 will additionally feature a Dynamic Difficulty system which will adjust and slowly ramp up difficulty over the course of the game, regardless of the players' overall Difficulty Setting. This Dynamic Difficulty will make enemies have more health, carry more deadly weapons, and arrive in greater numbers in order to constantly increase the difficulty of the game to attempt to keep pace with the Players' skill level and constantly provide a balanced and fun gameplay environment.

Economy

The economy of *Saints Row 4* will be based on *Saints Row: The Third*'s economy. Succintly : players will be able to earn money and suspect for successfully completing missions and other gameplay, which in turn can be used to purchase everything from clothing to weapons to ability upgrades. For details on the system, refer to the *Saints Row: The Third* GDD.

Respect, Rank, and Rewards

Guess what? *Saints Row 4*'s respect and reward systems will be based on *Saints Row: The Third*. For details, refer to the *Saints Row: The Third* GDD.

Notoriety

Much like in *Saints Row: The Third*, one purpose of notoriety is to heighten the tension in the open world. Your actions have consequences and people will be coming after you. The lower notoriety levels are designed to do this without being a serious hinderance to the player. Higher levels of notoriety are designed to be tougher and require action on the players part. The goal is for notoriety to be fun, engrossing, and rewarding to players. Accomplishing these goals will help make *Saints Row 4* that much more difficult to put down.

Notoriety Types

Saints Row 4 will be using only one notoriety type. Rather than having Alien and Police notoriety, we will be using just Dominatrix notoriety, since the Dominatrix itself runs both the police and the aliens.

Notoriety Levels

We will be keeping five notoriety levels at the start, though we will be changing what happens when notoriety levels change. There is more on this in the Transmogrification section below.

Transmogrification

Transmogrification is the idea that when notoriety levels shift the enemies involved actually shape change into new forms. This is planned for two reasons. First, it helps sell the idea of living in a simulation. Second, it allows a much clearer use of visual communication that notoriety going up.

Any humanoid characters smaller than a warden is viable to transmogrify under the following conditions:

1. A Character can only transmogrify into an equal sized or smaller character. Transmogrification into a larger character is not allowed
2. The character being transmogrified must be on a surface. There is no mid-air transmogrification.

Transmogrification can be used outside of notoriety changes as well, for example – in missions. Each character can have multiple enemies ties to it with weighted values allowing there to be some randomization as to what they turn into when transmogrification happens. In all cases, Transmogrification only works when notoriety is going up. Things do not transmogrify back down. If necessary, due to limited memory slots, we will simply de rez the unneeded enemies.

If notoriety increases and a character is flagged to Transmogrify into a new type then the following happens:

1. The character is made invulnerable
2. If the character is in mid air we wait for it to land
3. Physics interaction is turned off for the character
4. AI is turned off for the character
5. The character glitches out, like it was hit by the glitch gun
6. We play an effect to cover the swap
7. The character completely swaps out
 - a. This will reset AI state and health for the character
8. The new character is glitched out as well
9. The new character unglitches
10. AI then takes the character back over
11. Physics is turned back on
12. The character is no longer invulnerable

Reducing Notoriety

We are removing the functionality of entering a store drops the players notoriety. Instead we will be making notoriety dropping more gameplay based. There are four ways to reduce notoriety in game.

1. Evasion

- a. As in previous Saints Row games, notoriety will decay over time if the player avoids combat. This decay follows certain rules.
 - i. Notoriety decays significantly faster in an area owned by the player.
 - ii. Notoriety stops decaying once the player has reached the top notoriety level.
At that point, the player must drop notoriety through one of the other methods

2. Mission/Activity Start

- a. Just as in previous Saints Row games, notoriety is dropped whenever the player starts an activity of mission

3. The "Controller"

- a. Once notoriety gets to level 3 we spawn a "controller" character in the world.
 - i. The "controller" character stays in the general vicinity of the player and, in the game fiction, acts as a general for all the incoming troops.
 - ii. The "controller" character looks like a unique CID. It has no weapons and runs from the player whenever he gets close enough (this distance is a data driven number).
 - iii. The controller has a force field around it that keeps it from being hurt by powers and weapons. This force field is very bright in order to help the controller stand out from the background.
 - iv. If the player wishes he can chase down the controller and deactivate it by pressing Y once close enough.
 - v. Pressing Y once close enough to the CID plays an animation of the player grabbing the controller and ripping wiring out of it.
 - vi. Doing this causes the following effects in the world:
 1. Notoriety drops to zero
 2. All enemies spawned by the notoriety system despawn

3. We play an effect played over them to mask the despawning.

4. The Warden

- a. Once Notoriety has reached max level we spawn a generic Warden into the world.
- b. The Warden spawns directly in front of the player.
- c. The Warden immediately attacks the player
- d. The player should still be able to run from the Warden if he wants though the Warden will give chase and will always catch up to the Player no matter where they hide.
- e. If the player defeats the Warden
 - i. notoriety drops to zero
 - ii. all enemies spawned by the notoriety system despawn
 1. We play an effect played over them to mask the despawning.
 - iii. The player is given an in game reward of some type.
 - iv. Possible in game rewards are listed below though the final decision on reward will be determined in conjunction with other decisions such as upgrades and consumables.
 1. For X minutes all collectibles appear on the map and mini map
 2. For X minutes all of the player's powers are at maximum strength
 3. For X minutes all of the player's weapons are at full upgrade strength
 4. For X minutes the player is immune to notoriety changes. He can do whatever he wants without setting off the notoriety system.
 5. For X minutes all respect the player gets is increased by a percentage.
 6. For X minutes all cash the player gets is increased by a percentage.
 7. For X minutes all orbs the player gets is increased by a percentage.

Possible Adjustments to Notoriety

While the above is the initial implementation of Notoriety changes we are looking at the following possible adjustments should they prove necessary. Changes to the notoriety system should be flexible enough to allow the following if needed:

- Having more than five levels of notoriety
- Turning off activities and missions once notoriety has reached the max level

Co-op

Just like in *Saints Row 2* and *Saints Row: The Third*, in Co-Op we will increase notoriety for all players based on the highest notoriety level any one player has achieved. Should either player drop notoriety it drops for both players.

Online

Co-op

In *Saints Row 4*, two players may play the entire single player campaign from start to finish. Players are given full, un-tethered access to the entire world and are free to cooperatively exercise all the vehicles, weapons and combat tools however they wish in their struggle to return the city to the control of the Saints. Players are required to work together when playing missions and activities but are not required to work together during other gameplay.

During co-operative play, both players work together to gain control over the Host player's city. Think of it as calling in a very special homie to experience the world and events that take place within SR4. Players that participate in a friend's Co-Op game will retain weapons, guns, cars, and anything else they collect. These items can then be taken back to their own city and put to use their. Victory and failure is judged upon the actions of both players in this mode. For example, failure will occur should either player die without being revived by his partner within an allowed time limit.

Save/Load/Pause

The player has the ability to save, load, or pause the game at any time during game play.

When reloading, the player is re-spawned at the nearest save position in the game. New save positions are earned by purchasing cribs. Interim saves will update your cash, stats, and other items, but not your position, current vehicle, or partially complete mission/activity.

Note: No partial progress through any mission or activity is saved.

Pause

Players can pause the game at any time using the Start button on the controller. This menu gives access to options and the ability to save/load the game.

Mission Checkpoints

Missions in *Saints Row 4* will feature checkpoints where player progress is temporarily saved so that the player can return to that point in the mission should they fail or die at a later time. Checkpoints are only saved while the player is playing that mission. Once the mission is completed or cancelled checkpoints are wiped.

The player is informed of checkpoints through an on screen text display.

Auto-Save

After completing any major gameplay element (mission, activity) an auto-save is created in a permanent auto-save slot. This auto-save is continually saved over as the player continues to play and completes more gameplay. When choosing 'Continue' from the main menu the player will generally be loaded into their most recent auto-save unless they have more recently manually created a save game.

The player is informed of an auto-save through an on screen text display.

MUSIC RADIO

Saints Row 4 will contain radio stations in vehicles, but there will not be as much licensed music in this title when compared to *Saints Row: The Third*. Instead we will license tracks from APM. All radio filler (read : talking parts) will be done by Zinyak. We're moving in this direction in order to a) save budget and b) provide context for the player : this is a simulated world that isn't quite working as designed.

Radio Features

Continuous Play

All radio stations "keep playing" regardless of what station you're listening to, and even when you're not in a car. If you stop listening to a station, wait 10 minutes, and then go back, it doesn't continue playing from where you left off, as though the station paused. These are real radio stations with music, programs, and DJs that keep going whether you're tuning in or not.

Players also have the option to turn the radio off.

Triggered Content

"Triggered content" means radio content that plays only if a certain event or condition is met. If done well, it creates the impression of a dynamic game world that reacts to things the player is doing. This feature was in SRTT and will be present in SR4. Some examples of "Triggered Content" include special sales at stores in game that the player may visit or a news report referencing events that occurred in a recent mission.

"My Radio"

The 'My Radio' feature is a playlist editor which will allow the player to purchase and select only specific tracks that they want to hear played on the radio. Through this feature players will be able to choose only specific radio tracks that they want to hear and then can tune to that station to hear only their customized music.

"MP3 Player" / Ambient Music

The 'MP3 Player' is a potential new in *Saints Row 4*. Players will be able to create a playlist from music that can be found in game and continue to listen to it while on-foot instead of only hearing the music while in cars. If we cannot get a custom MP3 player in we are hoping to at least have ambient music for the player while outside vehicles.

TALENT/VO

For the most part, we will use scale talent on *Saints Row 4*. We have secured some celebrity talent to reprise their roles in previous *Saints Row* games. Their names are listed below. These celebrities are contracted for just one VO session, and are not obligated to do any PR or B-Roll.

Viola DeWynter	Sasha Grey
Cyrus Temple	Tim Tomerson
Ben King	Michael Clarke Duncan
Lin	Tia Carrere
DJ Veteran Child	Neil Patrick Harris
Julius	Keith David
Dane Vogel	Jay Mohr
Maero	Michael Dorn

We will call back any VO talent who did voices for characters in *Saints Row: The Third*.

We have not yet decided what alternate player voices we will provide.

CONTROLS

Control Schemes

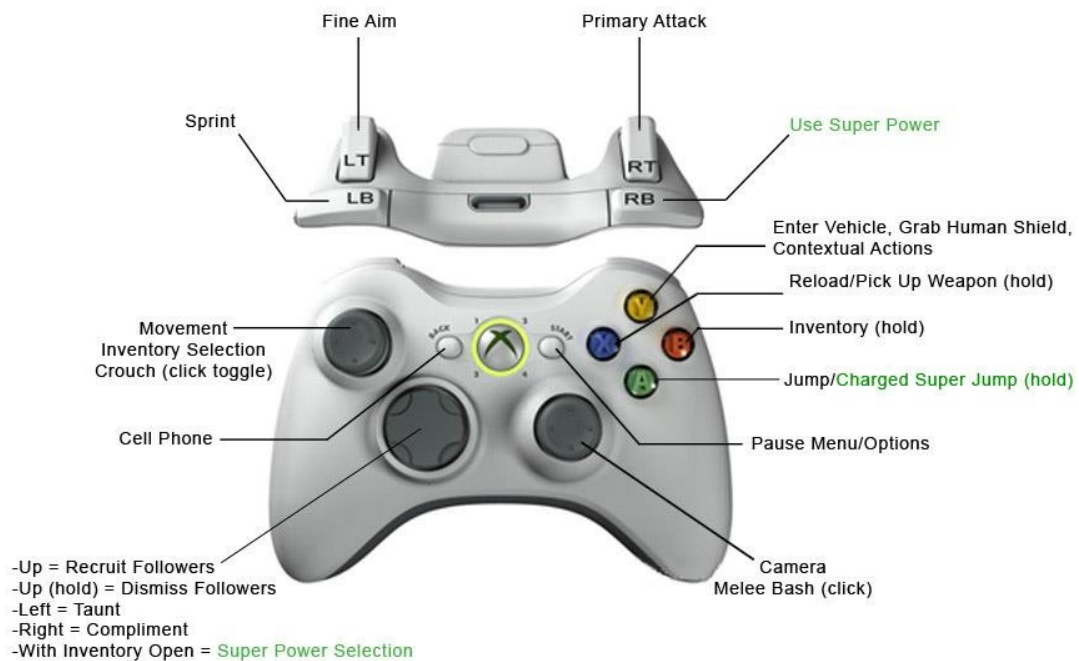
Saints Row 4 controls will be the same as found in *Saints Row: The Third*, with the notable exception of using super-powers. The controls for super-powers are listed in the super-power section in this document.

Note: We will conduct internal and external playtests to ensure that players have the ideal control scheme for the game.

On Foot – Xbox 360

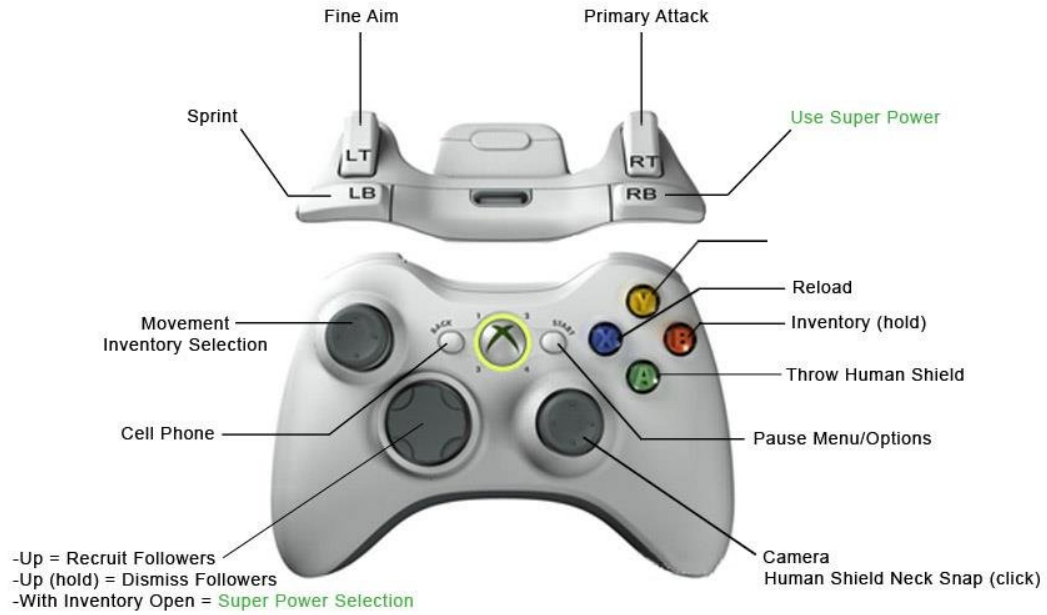
Default

ON FOOT



While Holding a Human Shield

HUMAN SHIELD

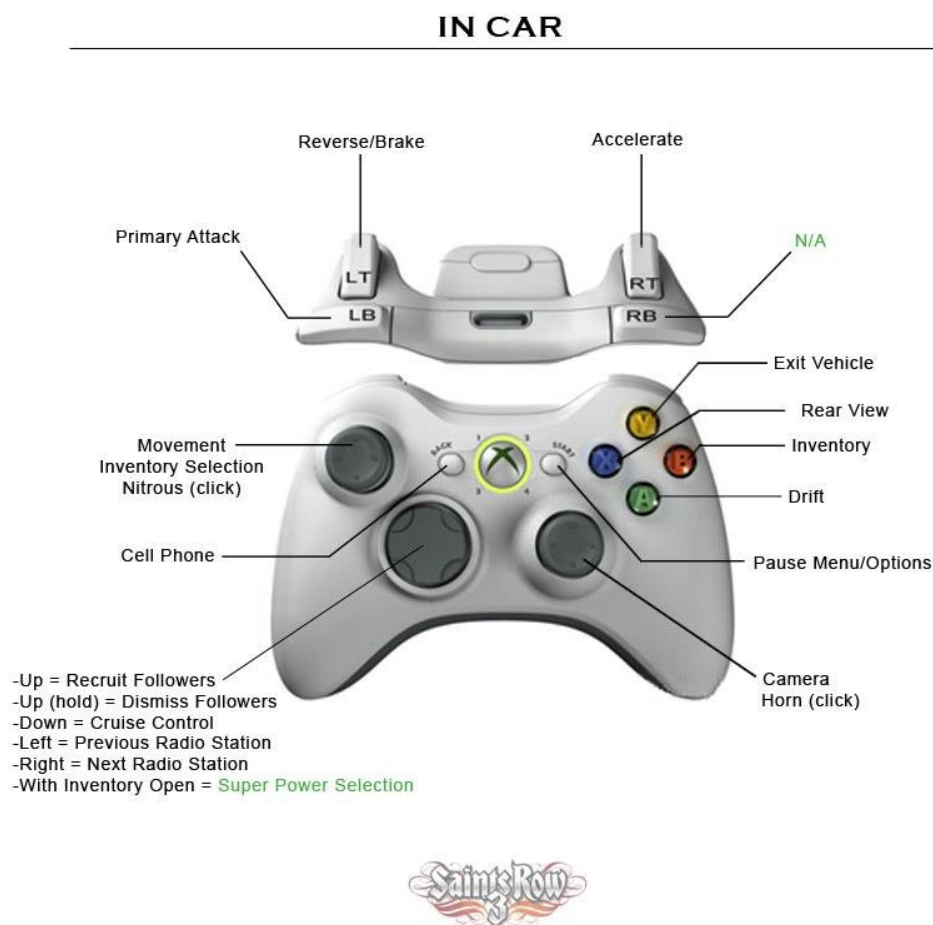


In Vehicles – Xbox 360

Saints Row 4 will match up with current 3rd person game standards and deliver on consumer expectation for vehicle controls.

Saints Row 4 will also feature multiple “alternate” vehicles such as helicopters, airplanes, and tanks, some of which will have slightly altered control schemes in order to take advantage of their unique abilities and functionality. These control schemes will be messaged to the player through in-game tutorial messages such that players will be told when their controls are different.

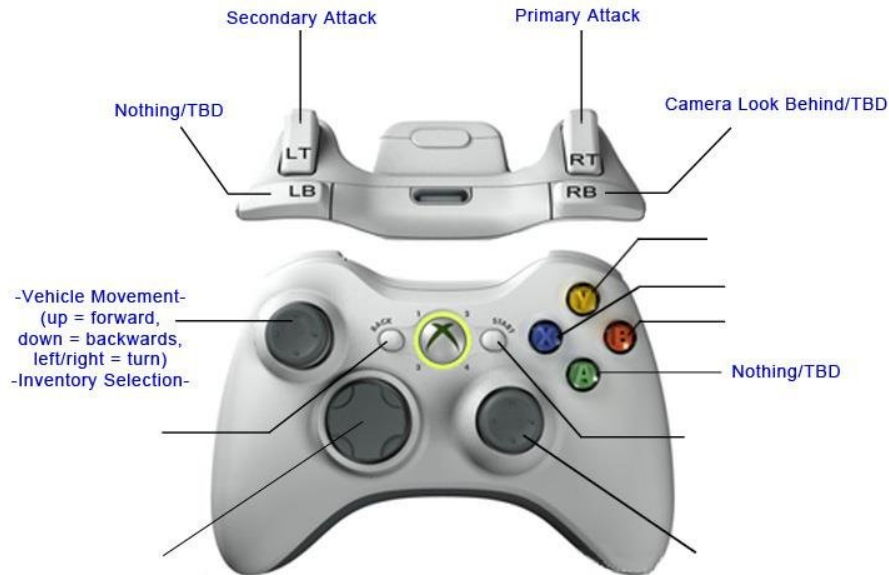
Default



Flying Vehicles



Tanks



Playstation 3

All listed control schemes and functionality will be identical on the Playstation 3 version of *Saints Row 4* except for one important difference: the triggers and bumper button functionality will be swapped with what it is on the Xbox 360 version. This is a common place practice for most 3rd person shooter games that ship on both consoles.

PC Controls

On Foot Controls

Function	Binding 1	Binding 2
Move Forward:	W	
Move Backward:	S	
Move Left:	A	
Move Right:	D	
Sprint:	Shift	

Sprint Toggle:	--	
Crouch:	Ctrl	
Crouch Toggle:	--	
Jump:	Spacebar	
Dodge:	Sprint + Jump	
Reload:	R	
Melee:	F	
Fire Weapon:	Left Mouse Button	
Zoom:	Right Mouse Button	
Zoom Toggle:	--	
Throw Grenade:	Middle Mouse Button	Q
Pause/Options:	Esc	
Cell Phone:	Tab	
Map:	M	
Activate:	E	
Weapon 1:	1	
Weapon 2:	2	
Weapon 3:	3	
Weapon 4:	4	
Weapon 5:	5	
Weapon 6:	6	
Weapon 7:	7	
Weapon 8:	8	
Next Weapon:	Mouse Wheel Up	
Previous Weapon:	Mouse Wheel Down	
Equip Power 1:	F1	
Equip Power 2:	F2	
Equip Power 3:	F3	
Equip Power 4:	F4	
Recruit Follower:	Z	
Compliment:	X	
Taunt:	C	
Confirm (menu):	Enter	
Push to Talk:	V	
Take Screenshot	F11	
Satellite Exit:	E	
RC Gun Exit:	E	
RC Gun Detonate:	Q	

Car/Motorcycle Controls

Function	Binding 1	Binding 2
Accelerate:	W	
Brake/Reverse:	S	
Turn Left:	A	
Turn Right:	D	
Drift:	Spacebar	
Look Behind:	R	
Fire Weapon:	Left Mouse Button	
Throw Grenade:	Middle Mouse Button	Q
Activate:	E	
Nitrous:	Shift	
Recruit Follower:	Z	
Next Radio Station:	C	
Previous Radio Station:	X	
Cruise Control:	Ctrl	
Horn:	F	
Lean Back (bike):	Alt	
Lean Forward (bike):	Unbound	

Helicopter Controls

Function	Binding 1	Binding 2
Move Forward:	W	
Move Backward:	S	
Move Left:	A	
Move Right:	D	
Ascend:	Shift	
Descend:	Ctrl	
Turn Override:	Spacebar	
Turn Left:		
Turn Right:		
Fire Weapon 1:	Left Mouse Button	
Fire Weapon 2:	Right Mouse Button	
Recruit Follower:	Z	
Next Radio Station:	C	
Previous Radio Station:	X	

VTOL Transform:	F	
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Plane Controls

Function	Binding 1	Binding 2
Pitch Up:	W	
Pitch Down:	S	
Roll Left:	A	
Roll Right:	D	
Tighter Turn/Yaw Override:	Spacebar	
Yaw Left:		
Yaw Right:		
Accelerate:	Shift	
Brake/Reverse:	Ctrl	
Fire Weapon 1:	Left Mouse Button	
Fire Weapon 2:	Right Mouse Button	
Recruit Follower:	Z	
Next Radio Station:	C	
Previous Radio Station:	X	
VTOL Transform:	F	

Tank Controls

Function	Binding 1	Binding 2
Move Forward:	W	
Move Backward:	S	
Move Left:	A	
Move Right:	D	
Fire Weapon 1:	Left Mouse Button	
Fire Weapon 2:	Right Mouse Button	
Recruit Follower:	Z	

Boat Controls

Function	Binding 1	Binding 2
Accelerate:	W	
Brake/Reverse:	S	
Turn Left:	A	
Turn Right:	D	

Look Behind:	R	
Fire Weapon 1:	Left Mouse Button	
Fire Weapon 2:	Right Mouse Button	
Activate:	E	
Recruit Follower:	Z	
Next Radio Station:	C	
Previous Radio Station:	X	

Additional Options

Saints Row 4 will allow users to change standard options such as Camera X and Y rotation inversion, adjusting vertical and horizontal Camera sensitivity, Vibration enabling/disabling, and toggling the 'crouch' functionality to be on or off.

CINEMATICS

Saints Row 4 will have cinematics in the game. We will have between 25-50 cinematics of varying lengths and scope – ideally we would include one intro and one outro for each stand-alone mission, but some missions will not require a full cinematics for both the intro and outro. Cinematics will be based on *Saints Row: The Third's* Cinematic system.

Cinematic Musical Scores

Saints Row 4 will have music scored to many Full Story cutscenes. In general this means that Audio will create and mix soundtrack music into most cutscenes in order to heighten the emotional impact of each scene as necessary/desired.